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## **COURSE DESCRIPTIONS**

The Visual Arts curriculum at Kinder HSPVA parallels the challenges of a college level Fine Arts program. It is designed to give each student a firm foundation to build on and a dynamic variety of experiences that will open ideas, inspire talent and prepare them to meet challenges.

The following Course Descriptions are a general guide presented to help parents and students gain some insight into what students do in art and why.

This is NOT a definitive listing. We are constantly in the process of evaluating and updating our program to better serve our students and each of us, as professional artists bring unique experiences and opportunities to our classes.

### **9th Grade Visual Arts**

The 9<sup>th</sup> grade visual arts experience includes a component (Art Awareness) that was designed to help each student make a successful transition from middle school to this challenging and demanding program. It also provides a beginning experience in Drawing and Foundations, both of which are critical to their future understanding and expression. Individual and group critiques, as well as semester portfolio reviews provide feedback and evaluate student growth.

#### **Art Awareness**

This class includes a variety of experiences that are designed to help the Visual Arts students develop the skills necessary for success at Kinder HSPVA. It provides a format to address specific survival skills for all first year art students (i.e., departmental expectations for journals, Support Skills, portfolios, Portfolio Reviews, museum/gallery etiquette etc.). It is discussion, demonstration, lecture and listening. Students are introduced to historical, cultural and professional perspectives through guest artists and lecturers and/or through visits to galleries and museums. Extensive journal work is aimed at enhancing the development of their personal artistic discipline and problem-solving processes as well as exercising technical skills.

#### **Digital Literacy**

Students taking this class explore Photoshop as a tool for artists by progressing through a series of tutorials and then developing their skill and vision in a variety of projects. Students will be able to integrate scanned and digitally rendered imagery. Students will also be introduced to the basics of digital photography, as they will incorporate their own imagery into their digital constructions and learn to document their own work for historical and professional presentations. The skills developed in this class will be basic to many other experiences in Visual Arts.

#### **Drawing**

Students in this class pursue an investigation of drawing techniques, media and attitudes that challenge them to think critically about drawing and to master the application of traditional drawing techniques. It is 2 semesters.

## **Elements & Principles of Design (Applied): 2D & 3D**

During this two part course, students to develop a familiarity with visual literacy, art vocabulary and the application of the elements and principles of design in both two-dimensional and three-dimensional formats. It includes a special focus on the study of color. The application of problem solving skills, idea development and critical analysis are integral to this introductory experience.

## **Elements & Principles of Design (Vocabulary)**

This first semester course introduces the vocabulary of art that is necessary for communicating and discussing art on a daily basis. This lecture style class presents terms that students will incorporate into critiques, their own reflection of work, and when describing and viewing other's art.

## **Interim Movie**

Based on the Pixar model brought to Kinder HSPVA by California College of the Arts, students work for an intensive week to create group projects. The students are able to create 2-3 films while learning the basics of filmmaking and group dynamic, team building strategies. In 2016, we year we collaborated with 14Pews, a local non-profit arthouse. In 2017, we had a film screening at Aurora Picture Show to debut some of the work created during this week.

## **10<sup>th</sup> Grade Visual Arts**

The 10<sup>th</sup> grade visual arts experience includes an introductory investigation of a variety of techniques in a variety of media. It can include Art Appreciation, Art Criticism, Ceramic Sculpture, Design, Digital Photography, Drawing, Video, Mixed Media, Painting, Printmaking and Tool Time (Shop Skills).

### **Art Criticism / Critical Thinking**

Art Criticism utilizes a variety of skills important to artists. This class develops students' abilities to describe artwork articulately, to look at art analytically and to pass critical and considered judgment. Students are challenged to develop a variety of skills including higher-level thinking, discussion, writing and presentation. They will examine works of art from a critical perspective and develop appreciation for a diversity of artistic expressions.

### **Ceramic Sculpture**

This is a media specific course investigating the variety of techniques in clay work, including coil and slab building, casting, and modeling. Students develop their technical expertise through problem solving assignments.

### **Design**

This class allows students to apply the basic principles of design, (learned in the 9<sup>th</sup> grade) to the practical application of design in our daily lives, such as product design, architecture, environmental design, graphic design, etc.

### **Digital Photography**

This is an introduction to the technical and mechanical aspects of digital photography. Students will explore black and white as well as color photography. Conceptual skills will be encouraged by a final flexible assignment leading to an individualized solution. Students will become familiar with the printing process of digital photography. The students will learn how to document their work with a digital single lens reflex camera. Students will create a digital art portfolio that will serve to archive their photography and artwork.

### **Drawing**

This class involves a sophisticated exploration of drawing through a variety of media and an in depth investigation of the elements of art. This includes the development of personal subject matter and content. Experimental drawing techniques are encouraged and explored in this class.

## **Graphic Design**

This class is designed to explore the application of ideas and techniques that are used in graphic design and advertising. Students will attempt to create designs that meet specific needs and criteria of “clients”, employing the elements and principals of design. Projects might include logos, information illustration, expressive illustration, and page layout for ads, posters and brochures.

## **Introduction to Documenting**

This intensive workshop offers students an introduction to the world of documenting their work digitally. This important skill will give them the ability to create a visual history of their own growth and to prepare for presentation of their work for exhibitions, scholarship competitions and college admission.

## **Introduction to Video**

The process of creating films gives students experience using the equipment (both shooting and editing) and practice working in groups on team projects. This is the introductory class for video.

## **Mixed Media**

This class provides the opportunity to process ideas and concepts through the examination of a variety of materials (mostly three-dimensional) that work together to form a cohesive aesthetic statement. This enhances a student’s ability to “see” by using non-traditional materials as potential art resources.

## **Painting**

This is an introduction to painting techniques, media and attitudes that challenges students to master the application of traditional painting techniques while applying the elements of art, design and color. Students will improve their skills through various observation exercises that include still life and figure painting.

## **Printmaking**

An introductory course, printmaking will explore various aspects of multiple processes. Students will gain understanding and practice in the processes of linocut, collograph, gel transfers, embossing and monoprinting.

## **Shop Skills (“Tool Time”)**

This is an introduction to the safe and efficient use of woodworking techniques and tools, both power and hand. The students will create and construct projects that will combine the technical use of these tools with concept development.

# **11<sup>th</sup> Grade Visual Arts**

Coursework for this year is driven by the opportunity to begin to develop, implement and document an independent body of artwork. Students work toward an ultimate independent course of study that deals specifically with the student’s own ideas and chosen medium(s) in Independent Studio Art. In addition, students are required to take 4 Elective Courses enriching their technical skills while working on their body of work. They also look at Art History (Survey and Ancestry) and Drawing. Emphasis is placed on the development of the student’s ability to professionally present themselves and their work in situations that may include gallery exhibitions and presentations, applying to colleges of art and design, scholarship and employment opportunities, etc. This is accomplished through students learning to create documentation of their artwork, presentation of their artwork and is clarified through the composition of an artist statement and a resume.

## **Art History: Ancestry**

Students identify their own personal “art historical roots” by relating analysis of reoccurring images, symbols and archetypes in their own work to contemporary and historical art, art issues and art movements as well as music, literature, theatre, film, cultural milieu, etc. This is accomplished by personal investigation and teacher directed looking, reading, researching and discussing. Guest artists are an integral part of this process.

## **Independent Studio Art (& Introduction to Independent Studio Art)**

This course is designed to permit advanced art students the opportunity to develop, implement and document an independent body of artwork. They also must write an Artist Statement and Resume. All projects are executed around the student's personal issues and concepts. The body of work is developed over an extended period of time and this focused process gives students the opportunity to experience in-depth investigation and problem-solving at a high level. Students work under supervision, but are allowed to select their own media and content. All department labs and equipment are accessible to the students in their individualized pursuits. Quality and growth are measured and affected through numerous critiques, both individual and group.

### **Drawing, Experimental**

Students explore alternative and non-traditional methods, materials and objectives in experimental drawing. Discussions concern mark-making, emotional content and expression and compositional intentionality among other topics.

### **Drawing, Figure**

This is a course devoted to the issues of figure drawing. Students will be exposed to the long history of life drawing and through images, books and discussions. They will strengthen their drawing skills, observational and expressive, with the use of professional models, creating full-page compositions that will be needed for their portfolios.

## **12<sup>th</sup> Grade Visual Arts**

The 12<sup>th</sup> grade Conceptual Concerns/Independent Studio experience builds on the independence developed in the 11<sup>th</sup> grade and is a continuation of their endeavor to create an independent body of artwork. In addition, students are again required to take 4 Elective Courses (as described below). They take Art History (Contemporary Issues), and participate in guest artist workshops. Students continue to work on their ability to present themselves and their work in a professional manner.

### **Art History: Contemporary Issues**

Through this class senior art students are introduced to a variety of contemporary artists and art issues and the cultural climates that have shaped the past and brought art to its current status. To accomplish this, students investigate and discuss films, videos and art publications and participate in guest artist's lectures and workshops.

### **Independent Studio**

This course is a continuation of the students' development of an independent body of artwork begun in the junior Conceptual Concerns class.

### **Senior Issues Workshop**

This course is designed to expose advanced art students to all aspects of being a professional artist such as maintaining a studio, marketing their products, finding professional representation, record keeping, legal aspects of businesses, copyright issues, tax law, finding grant and residency opportunities, commissions, etc. The class also addresses community involvement and the health hazards involved with doing art on a continuing basis. Students visit artist studios and are exposed to a variety of contemporary art.

## **ADVANCED MEDIA COURSES: Visual Arts Electives**

### **Advertising / Graphic Design**

This class explores the application of ideas and techniques of graphic design and advertising. It is project based and uses real world problems that are submitted by real clients. Time is invested in learning the

basics of Adobe Illustrator in order to do page layout, manipulation of type and illustration using an object or vector basis, which is an important complement to the bitmap or paint basis of Photoshop. Some of the projects may include event posters, information illustration, expressive illustration, logos and page layout for ads and brochures.

## **Architecture**

This class explores the application of ideas and techniques of architecture. It is project based and uses real world prompts and problem solving provocations. Some of the projects may include competitive opportunities in association with the AIA.

## **Assemblage / Collage**

This class provides the opportunity to process ideas and concepts through the examination of a variety of materials that work together to form a cohesive aesthetic statement. This enhances a student's ability to "see" by using non-traditional materials as potential art resources.

## **Computer Imaging**

This advanced class in the use of technology allows students to explore their individualized concepts with greater sophistication of media, as they build on their knowledge of the programs and tools available. It incorporates Photoshop, Illustrator, and the use of equipment in the Digital Lab including tablets, digital cameras and scanners to create two-dimensional, printed works.

## **Design**

This course allows students to pursue and in-depth exploration and application of design principles that were begun in the basic design class.

## **Digital Imaging: Animation**

Advanced techniques and more in-depth practice allow students in this level of animation to create longer and more complex narratives.

## **Digital Imaging: Graphics**

In this class students learn the basics of Illustrator through tutorials and projects that are both graphic and problem solving in nature. Some of the projects will include logos, information illustration, expressive illustration, and page layout for ads, posters and brochures.

## **Digital Imaging: Photoshop**

Students taking this class explore Photoshop as a tool for artists by developing their skill and vision in a variety of projects. Conceptual skills will be encouraged by flexible assignments leading to individualized solutions.

## **Drawing**

This class involves a sophisticated exploration of drawing through a variety of media and an in depth investigation of the elements of art. This includes the development of personal subject matter and content. Experimental drawing techniques are encouraged and explored in this class.

## **Fibers/Textiles**

Using both traditional and non-traditional fibers, fabric, textiles and other related materials, students will experiment with a variety of techniques as are applicable to exploring their personal subject matter and content. (While this could include wearable art, if it is pertinent to an individual student's investigations, this is not a fashion design class.)

## **Figure Drawing & Painting**

This is a course devoted to the issues of figure drawing and painting. Students will be exposed to the long history of life drawing and painting through images, books and discussions, and they will strengthen their drawing and painting skills with the use of professional models.

## **Painting**

This class involves a sophisticated exploration of painting through a variety of media and an in depth investigation of the elements of art. This includes the development of personal subject matter and content. Experimental painting techniques are encouraged and explored in this class. Depending on the needs and desires of students in the class, alternative media (watercolor, gouache, encaustic, ...) may be explored.

## **Performance and Installation**

The objective of this class is to allow students to explore some experimental means of expression that would normally be considered outside the bounds of traditional mediums. This could include (but is not limited to) Performance, Installation, Earthworks, Soundworks, Multi-Media, or Non-Traditional Mediums. Students also learn how to professionally write and submit project proposals for both in-school exhibitions and out-of-school competitions.

## **Printmaking**

Students continue the investigation of printmaking techniques. Intaglio, silkscreen, paper lithography and related photographic techniques are introduced at this time. Conceptual skills will be encouraged by flexible assignments leading to individualized solutions.

## **Social Practice**

## **Sound**

## **Sculpture, Ceramic**

The study of basic ceramic techniques is expanded in this class. Students are encouraged to create complex, possibly larger scale work using clay and combining materials when appropriate. Advanced students' assignments will be self-generated and deal with their own issues and concepts.

## **Sculpture, General**

This is an advanced course for exploring various sculptural techniques and methods. Students will learn safety procedures and technical skills for working with a variety of materials. This knowledge will be applied to solve sculptural assignments. Advanced students' assignments will be self-generated and deal with their own issues and concepts.

## **Sculpture, Process**

An investigation of technical sculptural processes such as flexible mold making and plaster and polymer casting methods is the basis of this course. Advanced students, working individually with the instructor, apply these methods to their own personal art vocabulary.

## **Sculpture, Special Topics**

This class is open for the specific investigation of a topic not usually covered in other sculpture classes, but for which there is an interest on the part of faculty and students. It has included studies of mechanical motion sculptures, inflatables, body oriented sculpture and special group projects.

## **Sculpture, Metal**

This is an introductory and an advanced course for exploring various techniques in the use of metal as a sculptural material. Students will learn safety procedures and technical skills for both gas and arc welding methods. This knowledge will be applied to solve sculptural assignments. Advanced students' assignments will be self-generated and deal with their own issues and concepts.

## **Technology**

Technology is a class dedicated to exploring the fourth dimension and the moving image. Components of this class include the study of sound, video and editing. Emphasis is placed on communicating concepts through pacing, presentation and experimentation. Students will learn and practice advanced skills in Final Cut or Premiere, and with video cameras, microphones and other technologies. Projects could include stop-motion animation, video installation, sound pieces, and traditional cinema.

## **Video (Alternative Moving Images)**

This class covers camera technique and editing with the emphasis on the visual and creative ideas that can be explored through the medium of video. The class consists of technical information, exercises in using the equipment, group and individual projects (both shooting and editing), critiques of student work and viewing of independent video.

## **Visual Communications**

This class approaches the commercial aspects of visual communications from a creative, idea-generating perspective rather than a technical point of view. The course covers typography, layout and page design, and illustration through a wide range of problem solving projects, including logos, T-shirts, letterheads, posters, simple animations & computer graphics.

