

Foundation of Art Making Curriculum Overview

Description (including primary objectives and outcomes):

This course introduces students to the fundamentals of art making and design. This course is designed to meet the needs of students of all ability and experience levels. Students will spend an entire quarter studying the following disciplines: drawing, painting, digital 2D design (computer graphics), and 3D design (sculpture). The elements of art and the principles of design will be studied in-depth. Students will learn vital drawing skills, the fundamental of color theory, painting techniques, how to manipulate three dimensional space, as well as essential skills in Adobe's Creative Suite. The emphasis of this course is foundational skill development. This course is required to take any second level Drawing and Painting, 2D Digital Design or 3D Design courses. For homework, each week students are expected to complete 5 ten-minute drawings based on the assigned theme. This course aligns with the Massachusetts State Curriculum Frameworks for Extended study in Visual Arts.

Learning Experiences:

- Students will create work in a variety of media.
- Students will develop an understanding of the interrelationship of form and content in all media.
- Students will be able to identify the elements of art and the principles of design in their work and the work of others.
- Students will develop a basic level of proficiency in drawing, painting, 2D digital design, and 3D design.
- Students will learn how to engage in the artistic process of planning, creating and reflection.

Content Outline:

Drawing:

Observational drawing using contour and sighting, using value to create form and space, developing dynamic compositions, as well as working from observation and imagination.

Painting:

Color Theory, difference between acrylic and watercolor paint, the fundamentals of painting techniques, understanding the essential components of color, and using color to create depth.

2D Digital Design:

Basics of Adobe Photoshop, digital art manipulation, building images using layers from a variety of digital resources, and the fundamentals of tools unique to the digital design.

3D Design:

Physical manipulation of media and space, unique qualities of different materials, introduction of gravity as part of planning and working, additive and subtractive techniques, ceramic hand building technique, and working in a series.

Resources Used:

Texts:

Edward, Betty. *Drawing on the Right Side of the Brain.*

Edwards, Betty. *Color.*

St. Aubyn, Jacklyn. *Drawing Basics.*

Adobe. *Adobe Photoshop CS5 Classroom in Book.*

Lupton, Ellen and Jennifer Cole Phillips. *Graphic Design the New Basics.*

Monroy, Bert. *Photoshop Studio with Bert Monroy: Digital Painting.*

Williams, Robin and John Tollett. *The Non-Designer's Photoshop Book.*

Williams, Arthur. *Beginning Sculpture.*

Ivles, Colta, Susan Alyson Stein, Sjraar van Heugten, and Marije Vellekoop. *Vincent Van Gogh: The Drawing.*

Websites:

www.artlex.com

www.moma.org

www.metmuseum.org

www.mfa.org

www.icaboston.org

www.artcyclopedia.com

Materials

Adobe Creative Suite 5.5

A wide variety of art materials, including but not limited to: clay, plaster gauze, paint, glaze, charcoal, graphite, colored pencils, ink, and papier mache. |

