

Art

I. Course Description:

This course is designed to expose the student to the world of art and beauty that surround us and are present in every aspect of our lives. This class will explore many different styles and mediums of art. We will examine paintings by the old masters, learn to draw faces, attempt various forms of sculpture, try our hand at calligraphy, and even draw a cartoon strip.

II. Instructional Material

A. Keith Rosko and Karen Eubanks, Art. Alpha Omega Publications

III. Course Goals and Objectives

1. Understand the elements and principles of design.
2. Understand how the elements and principles of design are used.
3. Have the ability to interpret a work of art.
4. Increase your ability to appreciate art and the artistic process.
5. Understand how design affects the natural and man-made world around you.
6. Increase your awareness of your own perceptions.
7. Have an understanding of what color is and how it works.
8. Have an insight into how color is used by the many different types of artists.
9. Learn to better interpret a work of art.
10. Have an appreciation for the many factors an artist or designer must consider when using color.
11. See how color affects our everyday lives.
12. Demonstrate an understanding of how design can be effectively used to communicate.
13. List techniques that can be used to help generate ideas.
14. Attain problem solving skills and creative thinking techniques.
15. Describe the historical significance of perspective as a science.
16. Understand how non-European artists developed perspective.
17. Explain how European artists developed perspective.
18. Describe how perspective works.
19. Utilize simple perspective techniques.
20. Reproduce images
21. Render the basic features of the face.
22. Explain proportion and value.
23. Use the graphing method to draw objects.
24. Draw in proportion.
25. Map shadows.
26. Capture movement.
27. Distinguish age, gender, etc.
28. Create atmosphere and depth through backgrounds.
29. Discriminate between two- and three-dimensional objects.
30. Explore various sculpture methods and ideas of your own.
31. Identify the three basic forms of sculpture.
32. Explain the process of using tools and equipment safely and correctly.
33. Explain the processes in construction, modeling, casting, and carving.
34. Give a basic understanding of comics' history.

35. Draw cartoon characters.
36. List the steps of comic production.
37. Draw a comic strip or short story.
38. Introduce students to a new aspect of fine art: printmaking
39. Allow students to see some crossover between fine and applied arts.
40. Introduce the concept of multiple images, limited editions, and posters.
41. Expand the student's working knowledge of different techniques.
42. Create a link between past and present, in terms of artistic process.
43. Gain an appreciation for how writing and letterforms have developed and changed over the years.
44. Gain an appreciation for the role aesthetics and design have in language and grammar as well as in the development of writing.
45. Develop the perception that art and beauty are all around us and present in every aspect of our lives.
46. Develop small motor skills and hand-eye coordination.
47. Widen concepts of job and career opportunities.
48. Describe the purpose of art.
49. List the elements of art and design.
50. Explain the history and drives resulting in several recent art movements.
51. Identify famous works.
52. Describe the five dominant visual arts.

IV. Course Outline:

Two semesters A. Concepts in Design

1. The Design Process
 - a. Line
 - b. Texture
 - c. Value
 - d. Color
 - e. Shape/Form
2. Principles of Design and Composition
 - a. Balance
 - b. Symmetrical
 - c. Asymmetrical
 - d. Radial
 - e. Space
 - f. Focal point
 - g. Movement and rhythm
 - h. Division of space

B. Principles of Color

1. The color wheel
 - a. Basic color mixing
 - b. Value scale in color
 - c. Color spotting
2. Color Phenomenon
 - a. Local color
 - b. Optical color

- c. Arbitrary color
 - 3. Meaning of color
 - a. Color theory
- C. Design Personality
 - 1. Design Personality
 - a. Analog drawings
 - b. Line
 - c. Shape
 - 2. Idea Generation
 - a. Designing from nature
 - b. Systematic alteration
 - c. The Golden Mean
 - d. Celtic Art
 - e. The Grid
 - f. Moire
 - g. Design activities
- D. Perspective
 - 1. History
 - a. Overlapping and height
 - b. Linear perspective
 - 2. Understanding Perspective
 - a. Definitions
 - b. One-point perspective
 - c. Identifying perspective
 - d. Two-point perspective
 - 3. Equal Division of Space
 - a. In perspective
 - b. Using grids in perspective
 - c. Finding the center
 - d. Shading
 - e. Cast shadows
- E. Figure Drawing
 - 1. The Head
 - a. The grid
 - b. Outline
 - c. Proportions
 - 2. Shading
 - a. Shadows
 - b. Eyes
 - c. Nose
 - d. Mouth
 - e. Neck
 - f. Ears
 - g. Hair
 - 3. The Body
 - a. Proportions
 - b. Shading
 - c. Backgrounds

F. Sculpture

1. Three Forms of Sculpture
 - a. In-the-round
 - b. Relief
 - c. Intaglio
2. Four Methods of Sculpture
 - a. Constructing
 - b. Materials and methods
 - c. Elements of design
 - d. Wire sculpture
 - e. Assemblage
 - f. Assemblage project
3. Modeling, Casting, and Carving
 - a. Modeling project
 - b. Casting project
 - c. Carving, tools, and materials
 - d. Safety concerns

G. Comics

1. History
2. The Cartoon Figure
 - a. Head
 - b. Body
 - c. Foreshortening
 - d. Clothing
3. Layout and Design
 - a. The panel
 - b. Camera angles
 - c. Composition
 - d. Backgrounds
 - e. Text

H. Printmaking

1. Stencil making
2. Relief printing
3. Intaglio Printing
4. Monoprinting
5. Closing

I. Calligraphy

1. Practice
 - a. Proper positioning
 - b. Roman alphabet
 - c. Roman half Uncial
 - d. Uncial
 - e. Celtic Uncial
2. Layout and design
 - a. Layouts
 - b. Mechanical spacing
 - c. Visual spacing
 - d. Flourishes

3. Concept and Sketching
 - a. Practice sketching
 - b. Guidelines

J. Art Appreciation

1. The purpose of art
 - a. The aesthetic experience
 - b. Criticism
2. Recent Movements and Styles
 - a. 18th century
 - b. 19th century
 - c. 20th century
3. Art Forms
 - a. Painting
 - b. Sculpture
 - c. Architecture
 - d. Applied and commercial art

V. Teaching Methods

- A. Discussions
- B. Section activities
- C. Visual demonstrations
- D. Verbal questioning of student

VI. Evaluation

- A. Components
 1. Daily activity homework
 2. Teacher-student interaction and discussion
 3. Self tests
 4. Unit tests
 5. Final exams
- B. Grading Scale
 - 100%-90% = A
 - 89%-80% = B
 - 79%-70% = C
 - 69%-60% = D
 - Lower = F