

FINE AND PERFORMING ARTS

Within every student lies a creative spirit. Our goal is to nurture the students in ways that promote self expression and that help them communicate ideas to the world. Our course offerings provide knowledge and training that we hope will enrich their lives forever.

ART

It is our belief that an artist develops through exploring Art in an individual creative process over a period of time. In order to encourage continued creative growth on advanced levels, we have created a sequential course of study. These courses must be taken to qualify for the AP Studio Art Program. In the college admission process the art portfolio exemplifies a side of the candidate that a transcript cannot reveal, distinguishing an individual from others with equal qualifications.

For students interested in building a portfolio of work and completing AP Studio Art, you should consider the following courses:

1. Studio Art I
2. Studio Art II
3. Studio Art III: The Artist's Vision
4. Advanced Studio Art
5. Advanced Placement Studio
6. In addition to the above, we strongly suggest enrollment in one semester of Sculpture and Ceramics, Digital Design, or Digital Photography.

STUDIO ART I

This course fulfills ½ unit towards the 1 unit New York State High School Fine Arts requirement. The curriculum will cover the elements of art, which include line, shape, space, form, color, value, and texture, using a variety of mediums including drawing, painting, and mixed media. Creative work in the studio and occasional homework assignments will prepare students for Studio Art II.

STUDIO ART II

This course fulfills ½ unit towards the 1 unit New York State High School Fine Arts requirement. The curriculum will continue to explore the elements of art and the Principles of Design (proportion, rhythm, emphasis, unity/harmony/repetition and variety) to engage students in visual challenges that improve both technique and imagination, critical thinking skills crucial to success in today's world. Creative work in the studio and occasional homework assignments will prepare students for Studio Art III and all Art elective courses.

½ unit of credit

Prerequisite: Studio Art I or Art 9

STUDIO ART III: THE ARTIST'S VISION

Students will focus studio experience on the creative processes from beginning concepts to finished compositions. Specific visual challenges and problem solving will progress to more individual expressive pieces free from traditional boundaries. Creative work in studio and homework assignments will prepare students for Advanced Art and all Art elective courses.

½ unit of credit

Prerequisite: Studio Art I or Art 9 and Studio Art II

STUDIO IN SCULPTURE AND CERAMICS

Students will learn different methods and materials used by sculptors and crafts artists to create three-dimensional works of art that express each student's individual creative vision. Emphasis on ceramic arts and the use of traditional and non-traditional methods and materials will be explored.

½ unit of credit

No prerequisite.

STUDIO IN SCULPTURE AND CERAMICS II

Students will continue to build on skills and concepts of Sculpture and Ceramics I. Through hands-on projects, advanced sculpture students are challenged to expand their repertoire of methods by exploring new mediums and techniques. Students are also expected to develop their own creative visions with more independent and advanced projects.

½ unit of credit

Prerequisite: Sculpture & Ceramics
Grades 10 -12

ADVANCED STUDIO ART - Year

This course is designed for students preparing for Advanced Placement Studio Art. Complex visual challenges will be presented, and students will pursue a more sophisticated approach to painting and drawing in the creation of personal and meaningful works of art. It is expected that at the end of the year students will have developed a portfolio of quality artwork that may be presented to colleges.

1 unit of credit
II and

Prerequisite: Studio Art I or Art 9 and Studio Art
Studio Art III: The Artist's Vision.

ADVANCED PLACEMENT STUDIO ART - Year

The Advanced Placement Studio Art course provides high school students with college level art experiences leading to the completion of a portfolio of work for evaluation by the AP examiners. The course is designed for students who have demonstrated maturity and a superior ability to express ideas, concepts, and techniques in two dimensional works of art.

The AP Studio Art Portfolio consists of two sections:

Section 1- Sustained Investigation

Section 2- Selected Works

Section 1- Sustained Investigation: Students will submit 15 images (with writing) to document their inquiry-guided investigation through practice, experimentation, and revision. 60% of portfolio score.

Section 2- Selected Works: Students will submit 5 actual works of high-quality reproductions of physical works with written responses on paper identifying the materials, processes, and ideas used. 40% of portfolio score.

Students who are highly motivated, who have had successful experiences in previous art courses, and who are willing to devote considerable outside class time to their artwork are good candidates for this course.

1 unit of credit

Prerequisite: Advanced Studio Art

DIGITAL DESIGN

In this course students will develop an understanding of how to create digital artwork that expresses each artist's creative vision through graphic design. Students will be challenged to develop their visual and critical thinking skills through computer based art projects; learning how graphic design and digital media has influenced our everyday life in various dimensions.

½ unit of credit

Prerequisite: Grades 10-12

Meets computer literacy requirement

DIGITAL PHOTOGRAPHY

Digital Photography is an introduction to the use of the digital camera and the electronic darkroom (computers, Adobe Photoshop imaging software and related technologies) to create photography-based digital art. In-class work challenges students to explore the infinite capabilities of digital technology to select, edit, correct, restore, adjust, combine, manipulate, transform and represent photographic images.

½ unit of credit

Prerequisite: Digital Design

Grades 10-12

Meets computer literacy requirement

DIGITAL ARTS II

Digital Arts II is a continuation and extension of the concepts and techniques developed in the introductory digital classes. Digital Arts II students are challenged to match their facility in using the Adobe CS Design Suite with an understanding of design principles on a collection of personal, meaningful, thematically centered series of works. Students are expected to develop their own creative visions with more independent and advanced projects, and will approach their work with an emphasis in either digital photography or digital design.

½ unit of credit
Photography

Prerequisite: Digital Design &/or Digital

Grades 10-12

AP ART HISTORY

This is an introductory college-level course in art history. Students are expected to engage in a high level of writing, reading, and discussion-based learning. The class surveys painting, sculpture, and architecture from the ancient world to the present with an emphasis on understanding the visual arts as universal human expression. Through critical analysis, students will develop an understanding of the historical and cultural contexts of art. The class will culminate with the taking of the AP Art History Exam in May.

1 unit of credit

Prerequisite: Grades 10-12

FASHION ILLUSTRATION

Fashion Illustration is an introductory class in design and illustration. Students will learn the about the process of design, and the history and relevance of fashion. as well as challenges in design inspiration, concept development, fashion illustration, and fashion digital studio - students will take part in each stage of the fashion design process.

½ unit of credit

Prerequisite: Grades 10-12 and
Studio Art I or Studio Art II

ARCHITECTURAL DRAWING

This Course includes the study of house and building planning, design, and construction. Students will design and develop floor and elevation plans. Projects may also include section/plot plans or scale models. The class will begin with traditional hand drafting and progress to working in a digital format.

½ unit of credit

Prerequisite: Grades 10-12
Meets computer literacy requirement.

ADVERTISING ART AND DESIGN

Students will learn how to use Adobe Suite computer applications and be introduced to the process by which designers develop visual communications and advertising through creative problem solving. Curriculum is designed to introduce students to the practical application of graphic computer programs and develop design skills through the understanding of the Elements and Principles of Design. Units of study include an introduction to Graphic Design and influential designers; how to develop an idea for visual communications and advertising: designing of logos; digital and print media.

1/2 unit of credit

Prerequisite: Studio Art I or Digital Design

STAGECRAFT

There is more to putting on a play than just acting. Find out what goes on behind the scenes. We will examine different styles of set design and construction, using a variety of tools, painting techniques and special stage effects. We will also look at lighting for the stage and the various roles of the backstage crews. This is a fun course for anyone interested in theater from a different point of view.

NOTE: This class is offered on a flexible schedule basis

½ unit of credit
Art/Music/Drama
requirement.

No prerequisite. Meets ½ credit of
or Practical Arts

DIGITAL MEDIA STUDIES

This course is designed to engage students in the exciting world of reporting, investigating, and research using 21st century technology based mediums. The course will utilize the newly renovated studio as the practicum component of the course. Through supplementary readings and hands-on activities, students will develop their critical thinking, presentation and production skills. Students will produce multi-media projects such as podcasts with interviews, and will synthesize their understanding of digital technologies.

½ unit of credit

No prerequisite. Meets ½ credit of
Art/Music/Drama or Practical Arts or computer
literacy requirement.

FILM AND VIDEO - Semester Course

This course deals primarily with developing original ideas and stories, exploring camera and editing techniques, including effects, imagery and symbolism, etc. We also watch a selection of films to illustrate various techniques and to examine the art of filmmaking from a technical perspective in order to give the student a deeper appreciation and an ability to assess the cultural and aesthetic impacts that film has in our society.

½ unit of credit
credit
literacy.

No prerequisite. Meets requirement of ½
Art/Music/Drama or computer

FILM AND VIDEO II: THE SEQUEL - Semester Course

In this course, students will continue the study of cinematic techniques, their mechanics and philosophies. Students will watch a variety of historic and contemporary films, concentrating on those that have an unusual point of view; such as the works of Fellini, Bunuel, Lyne, Scott, Kubrick, and Lynch. Students will demonstrate an understanding of the genre by creating their own videos, and presenting analyses of selected films.

½ unit of credit

Prerequisite: Film And Video I.
Meets requirement of ½ credit of
Art/Music/Drama or computer literacy

