Studies

Visual Arts- Miss Svonavec

**Overview:**

Students will learn how to draw accurately based on different prompts while experimenting with technique, materials, and presentation. Throughout this process the students will incorporate other subjects such as anatomy, biology, mathematics, history, and engineering.

Focus- Craftsmanship, technical skill, creative us on materials. Less of a focus on contextual meaning.

**Essential Standards:**

I.V.1: Use the language of visual arts to communicate effectively.

I.V.2: Apply creative and critical thinking skills to artistic expression

I.V.3: Create art using a variety of tools, media, and processes, safely and appropriately.

I.CX.1: Understand the global, historical, societal, and cultural contexts of visual arts.

I.CX.2: Understand the interdisciplinary connections and life applications of visual arts.

**Clarifying Objectives:**

I.V.1.2 Understand how design influences artistic expression.

I.V.2.1 Generate innovative solutions to artistic problems.

I.V.3.2: Select media appropriate for communicating content.

I.CX.1.2: Understand the role of visual art in documenting history.

I.CX.2.2: Apply skills and knowledge learned in various disciplines to visual arts.

I.CX.2.4: Analyze how digital design affects communication in art.

**Requirements:**

Students must participate in class discussions, create at least 1 page in sketchbook of notes, sketches, and experiments. A final product will be due 1 week after last studio day. For each day late, the students will loose 1 point in the completion category.

**Assessment:**

-100 informal points for the sketchbook page

-50 formal points for final product graded with the follow rubric

|  |  |  |
| --- | --- | --- |
| Criteria | Description | Points |
| Completion | Entire product is brought to completion | /10 |
| Creativity | Original compose, not copied | /10 |
| Craftsmanship | Completed with measure and care, cleaned up and presented appropriately | /10 |
| Composition and Design | Dynamic, creates movement and interest | /10 |
| Technical Skill | Artwork follows drawing rules taught in class-Accurate | /10 |
| Total points | Final grade | /50 |



**Procedure for each theme:**

Q1: Man made object (2-3 Studio days)

-Review vocabulary and techniques from Beginner : ellipses, mass, contour, value, shading techniques, composition. Quiz to follow.

-Choose man made object, begin sketching out creative composition and practice shading techniques in sketchbook with various materials.

-Finish final drawing on quality paper with any drawing materials.

Q2: Nature or Anatomy (2-3 days)

-Practice gesture drawings of skeleton and each other, group research through medical, biology, or botany books, examine how other artists have completed medical illustrations.

-Narrow down what to draw, research topic to find: scientific name, function, and/or meaning, create sketches to nail down style, material use, and script in sketchbook.

-Create final sketch on quality paper. The drawing must include the scientific name, function, and/or meaning.

Q3: Artist Study (4-5 days)

-This will be a focus on recreating a certain style accurately. Students will be completing a master copy of their choice any material.

-Introduce various styles from different time periods.

-Students will conduct research and fill out the Artist Study including a quick sketch of their chosen art work.

-All research and decisions must be made by the beginning of day 2.

-Final product to be completed in 2-3 studio days.

Q4: Typography (2-3 days)

-Show examples of Medieval Illuminated Manuscripts and more contemporary graphic design projects.

-Discuss the students’ thesis and how they could create a font to complement their work.

-Sketch out a few ideas with various materials.

- On quality paper, the student must submit and entire alphabet in an original, creative, and personal font.