Art Studio 9 - 12 Course Outline

Sept.4 - Sept.20   **Team building and Concepts in Visual Arts**

- 2min chat, find someone who…, class feast??

- Identifying Elements and Principles of Design through Photography (weather permitting)

- Explore the work and presentations of a current working visual artist

- lego abstraction team challenge

- All images are not real, they are an illusion created in your brain, therefore artists manipulate people

Sept.23 - Oct.18   **Drawing**: Anatomy: animals and people in both 2D and 3D

Concepts: - when light hits an object, shadows and highlights are formed
              - shading creates the illusion that something is round or infront or behind
              - everything has specifically designed structure
              - joints and muscles need to be in the right place
              -composition

Oct.21 - Nov.27   **Illustration**: Original Illustrated Children's Book created in teams of 4 students

Concepts: -composition
              - images and text need their personal space
              - meaning and mood can be communicated through images
              - in a composition objects must have space around them or overlap
              - making visual communications includes many people
              - good art takes planning
              - good art often involves drawing the same image over and over

          DUE DATE Nov.27 end of term 1: Original Illustrated Children's Book to send to publishing company.

Nov.28 - Dec.20   **Print Making & Logo Design**

     Concepts: - less is more, keep it simple
                    - 2 tone images have a form line
                    -logos need to work on multiple backgrounds
                    - some lines are essential, some are not

Jan.6 - Jan.23   **Abstract Sculpture**

     Concepts: -sculpture is a 3D image that occupies its own space
                    - negative and positive space
                    - for a viewer sculpture is closely linked to the body
                    - abstraction is mostly about the elements of design
                    -form is the dominant element in sculpture
                    - the display space of a sculpture matters
                    - safety when making and displaying sculptures is crucial

Jan.27 - Feb.18   **Sculpture of something or someone you can recognize**

     Concepts: - representational sculpture imitates something in the world
                    - Subjects can be very realistic, a little abstract or almost completely
                    Abstract
           -   Representational sculpture is very closely tied to the viewer's own
                    experience

Feb.19 - Mar.13   **Painting**

     Concepts: -understanding the color wheel, primary, secondary, tertiary
                    -monochromatic, complementary and analogous
                    -in painting, hues and / or values of colors are used to make the illusion of
                    3D form, it is like shading with a pencil
                    -brush control
                    -composition

        DUE DATE Mar.3 end of term 2: Painting Project 1 submitted for evaluation

        DUE DATE Mar.13: Painting Project 2 submitted for evaluation

Mar.30 - Apr.24   **Animation Character Drawing and Concept Artist Exploration**

Concepts: -the best characters are inspired by people you know well
-the best characters exaggerate the look and personality of a real person
-every character has a story
-emotions and personality are communicated by drawing facial expressions and body language
- joints and muscles must be placed accurately

DUE DATE Apr.17: Original Character Drawings

Concepts: -environments / landscapes can imitate a real place or be completely imaginary
-environments follow the rules of perspective and space
-visually, the environment and characters usually go together

DUE DATE Apr.24: Concept Art / Drawings of character's environment

Apr.27 - May 14   **You choose your own awesome project!!**

Concepts: -materials used to make visual communications carry their own meaning and effect the meaning of the overall work of art

May 19 - May 25   **Photography: How to Control the Camera to get the photo you want**

Concepts: -how ISO works
-the camera lens works much like the human eye
-how the aperture and light metre works
-how depth of field works and its relation to aperture
-how the shutter speed works
-use can bokeh to isolate a subject
-greater depth of field makes the viewer look at every part of the photo
- smaller depth of field makes the viewer focus on one part of the photo

May 26 - June 12   **Photography: in Depth Exploration of a specific type of photography**

Concepts: -photography is literally drawing with light
-light and composition can be controlled in photography
- composition