

# Art I Syllabus

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Instructor: **Mr. Aguilar**

Classroom Ext: **2012**

Room: **D2**

School Email: **keitha@fsusd.org**

Website & Course Material

**www.mraart.org**

**SEM YETO HIGH SCHOOL**

**COURSE DESCRIPTION:** Art I focuses on learning the 7 Elements of Art, Principles of Design, Figure Drawing, Portraiture and more. Building basic and advanced skill sets for Art is the overall main objective for the class. Art I is the foundation for the Fine Arts, Graphic Design, Multimedia Design and other Art based concepts. During the course of the year, students will be exposed to various media used in creating art such as graphite, color pencils, charcoal, ink, watercolor, and pastels. Students will also be introduced to the “Creative Process” as described within this syllabus.

*Students are expected to utilize the class website for references and materials as well as any resources placed on student network drive.*

**PREREQUISITES: None. A computer course preferred if possible**

**GRADING:** Credits are based upon work completed by students and are distributed 1/2 credit increments. Each assignment is graded based upon points and those points are tallied to indicate if the student has completed the work sufficiently to receive a passing grade.

5 Credits = 80% or higher of work that has been completed.

3 to 4.5 Credits = 70%-79% of work that has been completed.

2 to 2.5 Credits = 60%-69% of work that has been completed.

1 to 1.5 Credits = Technically means student has overall failed the class but has completed enough assignments to be given some credit. This will appear on the report card as a D- because an F requires that no credit will be given to the student. *This is based upon the credit recovery system of Alt Education.*

Assignments will range in point values

- Daily assignments will be valued at **10pts**
- Multi tasked projects that take 1 to 2 days are valued at **15pts.**
- Projects based on difficulty level will range from **20 to 40 pts**
- Homework due every Friday will be valued at **5pts**

## **Art I Syllabus**

**Attendance Policy:** See Sem Yeto Student Handbook for official policy including absences for disciplinary reasons.

**Communication Protocols:** Easiest way to reach me is through school Email as listed above. All assignments are posted on the website, as well as a printable PDF list of assignments as indicated by its button. I list all current assignments with due dates on the white board in the classroom, as well as tutorial hours after school.

**Electronic Device Policy:** Only classroom computers and laptops may be used. No chrome books or cell phones.

**Food & Drink Policy:** Absolutely no food or liquids of any kind are to be near the computers or camera equipment. Sealed bottles of water only in classroom. **No food or gum allowed.**

**Objectives:** Students will be able to demonstrate the following throughout the Art I course

- Identify the 7 Elements of Art
- Using the Creative Process to initiate concepts in to finished products
- How to grip and use a pencil to apply various values with control
- How to use observation techniques in order to draw more accurately
- The use of multimedia to produce works of art..
- The proper application of materials as it pertains to the specific project assigned.
- Demonstrate the ability to utilize given materials by completing assigned tutorials and projects.

### **Required Texts and Resources:**

- All resources are located on the Shared (S) Drive on the network. Directions for finding resource material will be given.
- Website contains lesson plans and examples. Links are provided when necessary.
- Printed lessons will be available only by request or students can print the lesson plans themselves.

# The Creative Process

- **Assigned Project** (Classroom) - **Client Commission** (Work force)
- **Concept** - Brain storming of ideas
- **Rough Drafts** - Small/quick sketches of concepts
- **Selection** - Deciding on the direction of the project based upon rough drafts
- **Final Execution** - Refining the artwork and completion of final piece. This would be the final product for a client in the work force such as an Ad, Corporate ID, Commercial, etc

## Art I Outline

**Art I must include instruction on the 7 Elements of Art, Figure Drawing and Portraiture. Addition units on Charcoal, Watercolor, Ink and Color Pencil will be included over the course of the year. Not all projects are assigned during the year. Materials, costs, and available time, determine what projects are assigned and when.**

- **Line (Element)**

Objective: Utilizing the use of Line in art through a series of Line based exercises and projects

- **Value (Element)**

Objective: The ability to utilize a Pencil and other mediums to apply various levels of value to a piece of art work. This unit has a two part outcome. Learning how to grip and control a graphite pencil in order to create various shades ranging from light to dark. Secondly, how to render a objects and or a scene with value.

- **Shape & Form (Elements)**

Objective: Learning the 5 basic Shapes and Forms. Students will learn how to use Shape and Form in creating art. Student will learn how to identify and render Organic and Geometric Shapes & Forms.

- **Color (Element)**

Objective: To learn the hierarchy of color, color theory, and apply color theory to an illustration. In learning color theory students will create a color theory work sheet that lists the different categories of color and basic color schemes such as the primary colors, secondary colors, tertiary colors, and so forth. In addition, students will design a large color wheel for their first project. For the second project, the object for the students is to utilize at least two color schemes in creating an illustration.

- **Texture (Element)**

Objective: To combine the Elements of Art, Line and Value, to create simulated textures of objects such as animal fur, brick, rock, etc.

- **Space (Element)**

Objective: To explore the various facets of the Element of Art, Space. To illustrate simple objects in 1pt, 2pt, and 3pt perspective. To create a complex image with 1pt and 2pt perspective. To understand the difference in Atmospheric Perspective, Linear Perspective, Positive & Negative Space and the use of Placement to show depth.

- **Portraiture**

Objective: Students will learn the process of creating portraits by being taught how to draw each major part of the face individually (Eyes, nose, mouth, & ears) and then bring them all together in constructing a face. Everything on the human face has a mathematical and step by step construction system.

- **Figured Drawing**

Objective: To learn the “Proportions & Structure” of the human form. The figure unit is a series of lessons designed to build up skill sets in learning the human form and drawing the human form with clothing.

- **Watercolor**

Objective: To explore watercolors techniques and applications. To learn how to illustrate/paint with water color paints. To create an image/illustration/painting using the Principles of Design.

- **Ink**

Objective: To create a tonal value illustration with ink as the medium. (Artwork must demonstrate strong Value, texture and quality of technique)