



# VISUAL ARTS

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The Visual Arts Department at Idyllwild Arts offers a wide range of courses that promote an experiential approach while developing a sensitivity and familiarity with materials and methods. Students are given both formal and conceptual training to expand their visual literacy. All students are required to become involved with a critical and analytical investigation into the meanings and ideas that are integral to the practice of contemporary artmaking. Our Visual Arts program supports this process by cultivating the relationship between art and life.

The studio acts as a place where the confluence of ideas and methods is provided to help each student develop their own personal vision. All courses supplement studio practice with historical, cultural, and philosophical antecedents from various periods to provide a background for the different approaches. Personal attention from a professional faculty of teaching artists guides students to gain greater confidence in their work and ideas.

The overall approach of the department is intended to get students to think critically and creatively beyond the walls of the studio. Ultimately this promotes student portfolio development that is commensurate with the requirements of undergraduate studio art programs.

## DEPARTMENT REQUIREMENTS

The Visual Arts Department offers a wide range of courses, which help build student technique, creativity, and engagement with the world. Under the guidance of dedicated teaching artists, students learn how traditional and contemporary methods, materials, and ideas shape their artmaking. From Art Fundamentals through Senior Seminar, their training leaves them profoundly qualified and confident for both college and the world at large.

The general curriculum is also supplemented with visiting artists' shows, lectures, and masterclasses. Issues relevant to contemporary art practice are promoted and further developed via discussion, critiques, readings, written work, presentations, student exhibitions, and field trips.

All Visual Arts students are required to take Practicum and Drawing each year of enrollment. Fridays consist of mandatory Open Studio where all students have time to work in a studio of their choice for the entire afternoon. This supervised studio time will allow students to work on individual projects and interact with different faculty members. Juniors participate in the annual junior group show and Junior Seminar course. Seniors take a year of Senior Seminar and exhibit their work in the end-of-year capstone Senior Shows.



# VISUAL ARTS COURSE SEQUENCE

Visual Arts I ▼ Art Fundamentals ▼ Drawing I ▼ Photography I ▼ Digital Art & Design I ▼

## 9th Grade: FOUNDATION

- Art Fundamentals
- Drawing I
- Photography I
- Digital Art & Design I

**OR**

# IAA VISUAL ARTS DEPARTMENT COURSE COMPLETION CHECKLIST

Student Name: \_\_\_\_\_

## YEAR I - FOUNDATIONS: 9TH GRADE

- Art Fundamentals
- Drawing I
- Introductory Level Course
- Introductory Level Course
- Practicum
- Open Studios

## YEAR II - EXPLORATION: 10TH GRADE

- Drawing II
- Art History
- Art Fundamentals (if not taken 1st year) OR Elective
- Elective
- Practicum
- Open Studios

## YEAR III - CONCENTRATION: 11TH GRADE

- Drawing III-IV
- Junior Seminar
- Art History (if not taken 2nd year) OR Elective
- Elective
- Elective
- Practicum
- Open Studios

## YEAR IV - CAPSTONE: 12TH GRADE

- Senior Seminar
- Advanced Elective
- Elective
- Elective
- Practicum
- Open Studios

# COURSE DESCRIPTIONS

Course descriptions for the following courses are available in the course catalog. Click on the course name to view the description.

## **ANATOMY FOR THE ARTIST**

*Prerequisites: Drawing III-IV*

This course is an in-depth exploration of human anatomy and the facial muscles of expression for the purpose of representation. Students will learn to identify the skeletal and muscular structure beneath the skin and then enhance their observational drawings with their study of anatomy. This class will cover the language of anatomy through lectures and demonstrations. Using traditional media, students will perform specific exercises and assignments geared towards developing and enhancing their ability to draw from observation.

## **ANIMATION**

*Prerequisites: Digital Art & Design I (Formerly Graphics I)*

This is an advanced-level course that requires Digital Art & Design as a prerequisite. The class focuses on drawing for animation using Adobe Animate and developing the basic filmmaking skills required to make an animated film using Adobe Premiere / Final Cut Pro. The course will feature presentations and lectures on the history and principles of animation with breakdowns of notable animated sequences. It will also include demonstrations of frame-by-frame, digital cut-out, and rotoscope animation techniques as well as of video editing, compositing, and color correction.

## **ART FUNDAMENTALS**

*Prerequisites: None*

This course provides an introduction to the Elements of Art and Principles of Design for 9th and 10th grade students. The Elements (line, shape, form, color, value, texture, space) and Principles (balance, unity, variety, emphasis, pattern, contrast, proportion/scale, rhythm) are known as the practical components that create a visually-engaging work of art in any medium. In this year-long course, we explore various methods, materials, and techniques in artmaking. We also learn about significant artists and movements through history and develop the vocabulary to think about and discuss art with each other through critique and self-reflection. This course aligns vocabulary and techniques that students are exposed to in other Visual Arts classes at Idyllwild Arts and beyond.

## **ART HISTORY**

*Prerequisites: None*

This course is a survey of and introduction to Western Art History covering the ancient, classical, medieval, renaissance, and modern eras. Students will use the text *The Art Book* to supplement lectures, research projects, discussion groups, and artistic projects. Students are given the tools that enable them to look critically at art through the ages in order to better understand the historical and cultural context for each period. Students will be asked to view and analyze artworks, discussing how and why the art of a specific time reflects that era while examining their influence on future artists and movements.

## **CERAMICS I**

*Prerequisites: None*

Ceramics I is an introductory course that presents the fundamentals of wheel-ta1saeel-ta1sa-da1safor exploductoree



## **CREATIVE TECHNOLOGY**

*Prerequisites: Digital Art & Design I or Instructor Approval*

Creative Technology sets a course to investigate the relationship between technology and art. Course

## **METALSMITHING / JEWELRY DESIGN**

*Prerequisites: Open only to seniors and juniors (or upon instructor approval)*

This advanced-level course is an introduction to concepts and basic techniques of metalsmithing and jewelry design including soldering, sawing, cold connections, forming, and bezel setting. Students will use

## **PHOTOGRAPHY II-IV**

*Prerequisites: Photography I*

Digital Photography Advanced is designed for students who are seriously interested in the practical experience of art photography. Students will be introduced to new photographers, artists (especially digital artists), and more sophisticated techniques; these will serve as points of departure for students to create work that reflects their individual spirit and vision. Students will also explore the darkroom more in depth and study photographic and digital media with the camera and computer. They will be able to develop a body of work that reflects a range of problem-solving and ideation as they develop versatility with techniques in order to best demonstrate their abilities. Students will research and keep art journals as well as have class critiques, individual critiques, and artistic dialogues that will inspire them as they create. Work is expected to be of high quality in thought, process, and product.

## **PRACTICUM**

*Note: Required for all Visual Arts students each year*

Students are required to complete six (6) hours of service to the department each semester. Opportunities for hours will be provided during Open Studio sessions by VA faculty.

## **PRINTMAKING I**

*Prerequisites: Drawing I, Art Fundamentals*

This intermediate-level course is an introduction to the techniques, history, and concepts of printmaking through relief and intaglio processes such as linoleum cut, woodcut, drypoint, and etching. This course focuses on printing ink on paper and will allow students to learn a wide range of technical and conceptual tools. Demonstrations, lectures, critiques, discussions, historical overviews, and individual projects will help emphasize printmaking's concepts and properties as well as the use of multiples.

## **PRINTMAKING II-IV**

*Prerequisites: Printmaking I*

This advanced-level course expands on the techniques and concepts learned in Printmaking I. This course primarily focuses on printing ink on paper and will allow students to develop a wide range of technical and conceptual tools. Demonstrations, critiques, and discussions will emphasize printmaking's natural properties of layered image making, creating multiples, and collaboration. Students will expand on relief and intaglio techniques learned in Printmaking I and will have the opportunity to learn advanced techniques such as screen printing, plate lithography, solar plate, aquatint, and monotype.

## **SCULPTURE I**

*Prerequisites: Art Fundamentals*

In introductory sculpture, students develop three-dimensional skills and concepts. Students are expected to engage with and learn techniques relating to woodshop, metal shop, and mold making/casting processes. This course will aid participants in establishing a sculptural practice. Students will develop concepts and investigate their projects' art-historical and cultural relevance. This course is not limited to specific materials and may require an investigation into new materials, techniques, and concepts.

## SCULPTURE II-IV

*Prerequisites: Sculpture I*

In intermediate/advanced sculpture, students continue to develop skills and concepts introduced in prerequisite sculpture courses. Students are expected to have an intermediate-level of experience working with woodshop, metal shop, and mold making/casting processes. Intermediate/advanced sculpture will require participants to engage their practice with a heightened sense of investigation and initiative. Students are expected to have an intermediate-level of experience developing concepts with an understanding of their projects' art-historical and cultural relevance. This course is not material-specific and may require an investigation into new materials, techniques, and concepts.

## SENIOR SEMINAR

*Prerequisites: Restricted to enrolled Visual Arts Department seniors*

Senior Seminar is required of all seniors at Idyllwild Arts. In this capstone course, students develop artistic professional practices, create and develop a portfolio of their work, and propose and execute work to be exhibited in their Senior Show. Students engage in practices of creating and editing their Senior Show proposal, creating the proposed piece(s), and writing and developing an artist statement. Based on their proposals, students are assigned Senior Show dates and groups. The second semester is devoted to the collaboration of show groups, and the execution, installation, critique, and defense of Senior Shows. At the completion of their Senior Show, students are required to present a defense of their work and a written reflection or piece. This course guides students to develop the tools and skills to go into the art world and/or academia. A Senior Show is required of all Visual Arts seniors.

## YEARBOOK

*Prerequisites: Digital Art & Design I*

Students will use their training from Digital Art & Design I/Beginning Computer Graphics to design and build a professionally-printed and bound yearbook. Adobe InDesign will be introduced. They will train further in page layout, composition, and photography. In addition, they will understand all technical language and requirements needed to print the yearbook successfully. There will be a heavy emphasis on organization and deadline management.

*Prerequisites: Digital Art & Design I/Beginning Computer Graphics, Adobe InDesign, and Photography I. This course is a required course for all Visual Arts seniors. The course will focus on the design and production of a yearbook. Students will learn the technical aspects of design and production, as well as the creative aspects of design. The course will also focus on the organization and management of the yearbook project.*