

## Visual Arts

Course Title	Course #	Term	Grade(s)	Prerequisite(s)	Major Topics
<b>Intro to Art</b>	50.0211001	S	9-12	None	This course is the pre-requisite for all other studio art courses. Introduction to Art is an entry-level class that establishes a standard and consistent foundation in the discipline of visual art. Students will be introduced to all aspects of visual art including, but not limited to, art as personal communication, drawing, sculpture, ceramics, design, aesthetics, careers, art criticism and art history. Students develop basic skills that increase critical thinking, problem solving, self-evaluation and the ability to complete long-term projects.
<b>Drawing &amp; Painting I</b>	50.0313001	S	9-12	Intro to Art	Drawing & Painting I will instruct students in fundamental drawing skills and prepare them to make the transition to painting. Course work builds on drawing skills introduced in Introduction to Art. Drawing approaches include contour, value to model form, gesture, perspective and color. Students work with drawing media such as pencil, charcoal, conte and oil pastels. Art history, criticism and aesthetics are incorporated with studio production of drawings and paintings. In addition to learning a life-long skill, drawing courses help increase observation skills, self-discipline, ability to evaluate one's own performance, problem-solving abilities, and ability to complete long-term projects.
<b>Drawing &amp; Painting II</b>	50.0314001	S	9-12	Drawing & Painting I	Drawing & Painting II develops fundamental painting skills and continues to strengthen composition and drawing skills. This course enhances level-one skills in technique and provides further exploration of drawing media. Drawing skills and critical analysis skills are reinforced for responding to master drawings of different historical styles and periods. This course addresses increasingly complex drawing and painting problems and development of personal style. Art history, criticism, and aesthetics are incorporated with studio production of drawings and paintings.
<b>Drawing &amp; Painting III</b>	50.0315001	S	9-12	Drawing & Painting II	Drawing & Painting III develops fundamental painting skills and continues to strengthen composition and drawing skills. This course enhances level-two painting skills and offers opportunities to apply painting techniques in a variety of media. Development of critical analysis skills is emphasized for responding to master paintings of different styles and historical periods. Students address increasingly complex painting problems and continue to development personal style. Art history, criticism, and aesthetics are incorporated with studio production of drawings and paintings.
<b>Drawing &amp; Painting IV</b>	50.0316001	S	9-12	Drawing & Painting III	Drawing & Painting IV develops fundamental painting skills and continues to strengthen composition and drawing skills. This course enhances level-three skills in technique and provides further exploration of drawing and painting media. Drawing skills and critical analysis skills are reinforced for responding to master drawings and paintings of different historical styles and periods. Students examine solutions to complex drawing and painting problems and work on developing personal style. Art history, criticism, and aesthetics are incorporated with studio production of drawings and paintings.

<b>Graphics I</b>	50.0721001	S	9-12	Intro to Art	Graphics I introduces graphic design as seen in posters, advertisements, logos, illustrations, signs, and package or product designs. Covers selected graphic design elements, vocabulary, and the media, tools, equipment, techniques, processes, and styles used for graphics. Investigates the historical development of graphic design and its function in contemporary society. Stresses using the computer as a major design tool. Explores career opportunities.
<b>Graphics II</b>	50.0722001	S	9-12	Intro to Art, Graphics I	Graphics II enhances level-one skills in graphic design. Introduces advanced design problems and how to apply creative ideas using storyboards, layouts, and models. Stresses use of vocabulary, tools, media, equipment, and techniques in planning and producing graphic art products.
<b>Digital Design I</b>	50.0725001	S	9-12	Intro to Art	Digital Design I teaches illustration as it applies to sequential art and animation. Topics will include the narrative arc, rules of animation, character design, and anatomy for motion. Students will use a variety of hardware and software tools to create graphic design, digital media, and animation projects.
<b>Digital Design II</b>	50.0727001	S	9-12	Digital Design I	Digital Design II enhances level-one skills. Students use a variety of hardware and software tools to create digital media projects. Students will create portfolios that showcase a variety of digital media skills. Projects can include elements of illustration, electronic publishing, application design, two-dimensional animation, video production, special effects, three-dimensional animation, music production, photography, graphic design, interface design, and web design.
<b>Ceramics I</b>	50.0411001	S	9-12	Intro to Art	Ceramics I introduces the characteristics of clay and design in clay using various techniques of construction and decoration. Emphasizes hand building and introduces other forming techniques, surface decoration, and glaze applications. Covers styles of ceramic works from Western and non-Western cultures. In addition to learning a lifelong skill, ceramic courses help improve observation skills, self-discipline, organization, ability to evaluate one's own performance, problem-solving abilities and ability to complete long-term projects.
<b>Ceramics II</b>	50.0412001	S	9-12	Ceramics I	Ceramics II enhances level-one skills and provides opportunities to apply design techniques in clay through hand building and/or throwing on the potter's wheel. Introduces formulation of basic glazes and kiln firing; stresses evaluation of clay forms through art criticism.
<b>Ceramics III</b>	50.0413001	S	10-12	Ceramics II	Ceramics III enhances level-two skills and provides opportunities to apply design techniques in clay through hand building and/or wheel throwing techniques while developing personal artistic voice. Presents ceramic/pottery forms as art and craft in historical context. Explores ideas and questions about purposes and functions of ceramic forms, past and present.
<b>Ceramics IV</b>	50.0414001	S	10-12	Ceramics III	Ceramics IV enhances level-three skills and provides opportunities to apply design techniques in clay through hand building and/or wheel throwing techniques while continuing to develop personal artistic voice. Emphasizes more complex form and surface treatments using tools, glazes, resists, and multiple clay bodies.

<b>Sculpture I</b>	50.0611001	S	9-12	Intro to Art	Sculpture I introduces the design and production of relief sculpture and sculpture-in-the-round. Emphasizes the historical origins and functions of sculpture in Western and non-Western cultures. Includes additive, subtractive, and modeling methods. Explores traditional and nontraditional materials for sculpted works and the work of both historical and contemporary sculptural artists. Sculpture courses help improve problem solving skills, self-discipline, organization, ability to evaluate one's own performance and ability to complete long-term projects.
<b>Sculpture II</b>	50.0612001	S	9-12	Sculpture I	Sculpture II enhances level-one skills and explores the design and production of relief sculpture and sculpture-in-the-round. Emphasizes the historical origins and functions of sculpture in Western and non-Western cultures. Includes additive, subtractive, and modeling, methods. Explores traditional and nontraditional materials for sculpted works and the work of a variety sculptural artists.
<b>Sculpture III</b>	50.0613001	S	10-12	Sculpture II	Sculpture III enhances level-two skills and introduces advanced exploration and mastery of selected, complex techniques, designs, materials, tools, and equipment. Introduces casting, molding, gouging, brazing, soldering, piercing, and mixed media. Stresses personal expression of creative ideas and depth of exploration in selected techniques. Continues critical study of master sculptures and sculptors.
<b>Sculpture IV</b>	50.0614001	S	10-12	Sculpture III	Sculpture IV enhances level-three skills and provides advanced exploration and mastery of selected, complex techniques, designs, materials, tools, and equipment. Further explores casting, molding, gouging, brazing, soldering, piercing, and mixed media. Stresses personal expression of creative ideas and depth of exploration in selected techniques. Continues critical study of master sculptures and sculptors.
<b>Applied Design I</b>	50.0431010	S	9-12	Intro to Art	Emphasizes design elements and principles in the production of applied design art products and/or designs such as architecture, advertisements, graphic designs, environmental designs, and product designs. Stresses proper use of equipment and vocabulary and technical terms. Investigates the computer and its influence on and role in creating contemporary designs. Includes a cultural and historical study of master design works of different periods and styles.
<b>Applied Design II</b>	50.432010	S	10-12	Applied Design I	Enhances level-one skills and provides opportunities to apply design elements and principles in the production of applied design art products and/or designs such as architecture, advertisements, graphic designs, environmental designs, and product designs. Uses board- and computer-generated designs for art products. Covers how to create designs and plan design presentations.

<b>AP Art History</b>	50.0921000	Y	11-12	Teacher Recommendation	Conforms to College Board topics for the Advanced Placement History of Art Examination. Covers prehistory to Egyptian, Greek and Roman, Early Christian, Byzantine, Early Medieval, Romanesque, Gothic, Renaissance and Mannerist, 17th and 18th century, 19th century, 20th century and non-Western art.
<b>AP Drawing Portfolio</b>	50.0811000	Y	11-12	Intro to Art, Drawing & Painting II, Teacher Recommendation	This is a year-long course for juniors and seniors. The course allows students to pursue college credit while still in high school by submitting a portfolio for evaluation by the College Board. Plans to pursue art beyond high school are not required. However, students should have the desire to excel in visual art and to master long-term goals. Students in these courses have opportunities to build portfolios for college admission and participate regionally and nationally in exhibitions and scholarship competitions. Contact Drew Brown, <a href="mailto:browndrew@fultonschools.org">browndrew@fultonschools.org</a> for more information.
<b>AP 2D Portfolio</b>	50.0813000	Y	11-12	Intro to Art, Drawing and Painting II, Graphics I and/or Digital Design, Teacher Recommendation	This is a year-long course for juniors and seniors. The course allows students to pursue college credit while still in high school by submitting a portfolio for evaluation by the College Board. Plans to pursue art beyond high school are not required. However, students should have the desire to excel in visual art and to master long-term goals. Students in these courses have opportunities to build portfolios for college admission and participate regionally and nationally in exhibitions and scholarship competitions. Contact Drew Brown, <a href="mailto:browndrew@fultonschools.org">browndrew@fultonschools.org</a> for more information.
<b>AP 3D Portfolio</b>	50.0814000	Y	11-12	Intro to Art, Sculpture II and/or Ceramics II, Teacher Recommendation	This is a year-long course for juniors and seniors. The courses allow students to pursue college credit while still in high school by submitting a portfolio for evaluation by the College Board. Plans to pursue beyond high school is not required. However, students should have the desire to excel in visual art and to master long-term goals. Students in these courses have opportunities to build portfolios for college admission and participate regionally and nationally in exhibitions and scholarship competitions. Contact Lynn Hatcher <a href="mailto:Hatcherly@fultonschools.org">Hatcherly@fultonschools.org</a> for more information.