

ELEMENTS OF ART LITERACY (Grades 9-12)	05151G1000	Credit: 0.5	FEE: \$15.00
This course is designed for students who need a half-unit Fine Arts course but do not wish to enroll in any other course within the Fine Arts offerings. It includes a variety of hands-on experiences in the Visual Arts. <i>This course does not count toward the FAFA Distinction.</i>			
INTRODUCTION TO VISUAL ARTS I (Grades 9-12)	05154G1001	Credit: 1	FEE: \$30.00
This course is the first step for the visual artist as he/she explores the basics of drawing and the concepts of shape, shadow, and highlight. It includes an exploration of the principles of visual art and the effect of those principles on future artistic endeavors. Students will work with a wide variety of media. This is a full-credit course for students pursuing entry into the Visual Arts in FAFA.			
VISUAL ARTS IV, HONORS (Portfolio and Studio Art (Grades 12)	05154G1004	Credit: 1	FEE: \$30.00
Prerequisites: 6 semesters of Visual Art			
This one-credit course, advanced level, is focused on creating, presenting, responding, and connecting drive critical thinking, meaning, reflection, production, and assessment to understand how visual arts communicate ideas and allows for self-expression. Through exploration and experimentation, this course provides students with an advanced study in studio processes, art criticism, aesthetics, and art history. Students respond to personal experiences and express ideas using a variety of traditional and contemporary media while effectively applying the elements of art and principles of design to create original works of art. Safe practices and proper use of tools and materials are emphasized. The student learns the necessary ingredients of a portfolio and proceeds, with the assistance of the instructor, to create one for use in applying to college(s) of choice.			

Visual Art - Fashion Design major

Grade 9	Grade 10	Grade 11	Grade 12
<i>Intro to Fashion (0.5 credit)</i>	<i>Fashion (1 credit)</i>	<i>Fashion Merchandising (1 credit)</i>	<i>Senior Pathway Project</i>
	<i>Fashion Design (1 credit)</i>	<i>Fashion Media (1 credit)</i>	<i>Visual Arts IV (Portfolio Presentation/Studio Art)/LAUNCH</i>

INTRODUCTION TO FASHION (Grade 9)	05190G0500	Credit: 0.5	FEE: \$15.00
<p>This course introduces students to the selection and care of clothing and accessories for individuals and families. Content provides opportunities for students to learn about factors that influence apparel choice, current fashion trends, proper care and maintenance of apparel, and laws regarding the apparel industry. Career options in the textile and apparel industries are explored. Course content also includes learning to make quick repairs on clothing, and ways to recycle and redesign clothes. Students assess the impact of technology on the clothing industry.</p>			
FASHION (Grades 10-12)	05190G1001	Credit: 1	FEE: \$30.00
<p>This one-credit course is designed for students interested in the design and drawings aspects of fashion. Students will explore skills in the design and drawing of fashion croquis; style elements; figure drawing; and incorporating the nine heads of fashion illustration. Students will create wearable art, as well as experiment with sewing and construction techniques. Students enrolled are required to participate in the annual Spring Runway Fashion Show. <i>This course can be used as a requirement for FAFSA.</i></p>			
FASHION DESIGN (Grades 10-12)	05190G1002	Credit: 1	FEE: \$30.00
<p>Prerequisites: Fashion</p>			

One-credit course is designed for students interested in all aspects of fashion: design, construction, and apparel and textile design technology. Students research fashion designers of the past and present; experiment with textiles; design clothing and accessories; and create and sew fashions, using a variety of construction techniques. The proper sequence for students interested in completing the Fashion Program is to complete this course, alongside Fashion Design, first, then Fashion Merchandising in the second year, and Fashion Media in the third year. Students enrolled are required to participate in the annual Spring Runway Fashion Show. *This course can be used as a requirement for FAF.*

FASHION MERCHANDISING (Grades 11-12)	12153G1001	Credit: 1	FEE: \$30.00
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Prerequisites: Fashion & Fashion Design

For the fashion student this course provides advanced construction techniques and skills for students to analyze consumer, culture and celebrity effects on fashion; research current and future trends in fashion; identify press and print process; determine e-commerce sources in the fashion industry; utilize public relations strategies; manage fashion events; utilize social media and digital design techniques, photographic styling applications and journalism skills in the fashion industry. This class is designed for students to own and operate the FAF Fashion Monogram Shop. Students enrolled are required to participate in the annual Spring Runway Fashion Show. *This course can be used as a requirement for FAF.*

FASHION MEDIA (Grade 11-12)	12153G1000	Credit: 1	FEE: \$30.00
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Prerequisites: Fashion, Fashion Design

Students will gain experience in a variety of media concepts promoting the fashion and apparel industry. Media outlets will include fashion photography, journalism, and the social media trends such as blogging, website creation, Instagram, and Twitter. The student will refine construction techniques and skills using draping and flat pattern methods. Students will create a Fashion website promoting the FAF Fashion Program and featuring student-created apparel. Students enrolled are required to participate in the annual Spring Runway Fashion Show. *This course can be used as a requirement for FAF.*

FASHION SENIOR PATHWAY PROJECT, HONORS (Grade: 12)	19297G1000	Credit: 1	FEE: \$30.00
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Prerequisites: Fashion, Fashion Design, & Fashion Media

This course is for students who have completed all courses in the Fashion curriculum. The student will enhance construction techniques and skills; hone fashion illustration techniques and prepare a portfolio of their work. Students are required to design and construct a fashion collection for the annual Spring fashion show. *This course will be offered as an elective class for FAVA students.*

Visual Art - Media Arts Major

For students wishing to pursue the Fine Arts Distinction, if Art is the Declared study, the following could be the pathway:

Grade 9	Grade 10	Grade 11	Grade 12
<i>Computer Animation I</i>	<i>Computer Animation II</i>	<i>Computer Animation III</i>	<i>Visual Arts IV</i>

Grade 9	Grade 10	Grade 11	Grade 12
<i>Interactive Game Design I</i>	<i>Interactive Game Design II</i>	<i>Interactive Game Design III</i>	<i>Visual Arts IV</i>

COMPUTER ANIMATION I (Moving Image Animation I) (Grades 9-12)	05256G1001	Credit: 1	FEE:\$30.00
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This course serves as an introduction to the world of 3-D visualization through the program Maya (the movie industry base). Students will learn the basics of modeling, texturing, and lighting that enable them to create their own environment in the computer framework.

COMPUTER ANIMATION II (Moving Image Animation II) (Grades 10-12)	05256G1002	Credit: 1	FEE:\$30.00
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Prerequisites: Computer Animation I

Students will continue their skill levels in modeling, texturing, and lighting while beginning to learn in-depth animation skills.

COMPUTER ANIMATION III, HONORS (Moving Image Animation III) (Grades 10-12)	05256G1003	Credit: 1	FEE:\$30.00
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Prerequisites: Computer Animation II

Using what they have learned in prior classes, students will begin working on creating their own characters. Students will model, texture, rig, and animate characters learning the process from start to finish.

VISUAL ARTS IV, HONORS (Grades 11-12)	05154G1004	Credit: 1	FEE:\$30.00
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Prerequisites: Computer Animation III

This course is the culmination of the Computer Animation Strand. Students will challenge themselves, picking projects that they can use as a portfolio piece. Knowledge needed to get into college with a strong portfolio will be gained as students are properly prepared for the next stage of their career.

INTERACTIVE GAME DESIGN I
(Grades 9-12)

05253G1001

Credit 1

FEE: \$30.00

This one-credit course, proficient level, introduces the creative and conceptual aspects of designing and producing 2-D and 3-D interactive game experiences and products, including reactive (sensory-based [touch, proximity, movement, etc.]) devices and interactive technologies, interface design, mobile device applications, web multimedia and/or virtual reality games. Typical course topics include aesthetic meaning, appreciation, and analysis; story design (or storytelling), game construction and development; game theory and dynamics; processing, modeling, simulation, and programming of interactive experiences; their transmission, distribution, marketing, as well as contextual, cultural and historical aspects and considerations.

INTERACTIVE GAME DESIGN II
(Grades 9-12)

05253G1002

Credit 1

FEE: \$30.00

Prerequisite: Interactive Game Design I or Approval of the Instructor.

This one-credit course, accomplished level, continues the creative and conceptual aspects of designing and producing 2-D and 3-D interactive game experiences and products, including reactive (sensory-based [touch, proximity, movement, etc.]) devices and interactive technologies, interface design, mobile device applications, web multimedia and/or virtual reality games. Typical course topics include aesthetic meaning, appreciation, and analysis; story design (or storytelling), game construction and development; game theory and dynamics; processing, modeling, simulation, and programming of interactive experiences; their transmission, distribution, marketing, as well as contextual, cultural and historical aspects and considerations.

INTERACTIVE GAME DESIGN III
(Grades 9-12)

05253G1003

Credit 1

FEE: \$30.00

Prerequisite: Interactive Game Design II or Approval of the Instructor.

This one-credit course, advanced level, refine the creative and conceptual aspects of designing and producing 2-D and 3-D interactive game experiences and products, including reactive (sensory-based [touch, proximity, movement, etc.]) devices and interactive technologies, interface design, mobile device applications, web multimedia and/or virtual reality games. Typical course topics include aesthetic meaning, appreciation, and analysis; story design (or storytelling), game construction and development; game theory and dynamics; processing, modeling, simulation, and programming of interactive experiences; their transmission, distribution, marketing, as well as contextual, cultural and historical aspects and considerations.

Visual Art - 2D Painting Major

Grade 9	Grade 10	Grade 11	Grade 12
<i>Intro to Visual Arts</i>	<i>Painting I (Introduction to 2-Dimensional Design)</i>	<i>Painting II (2-Dimensional Design II)</i>	<i>Visual Arts IV (Portfolio Presentation/Studio Art)</i>

PAINTING I-INTRO TO 2-DIMENSIONAL DESIGN	05195G1021	Credit: 1	FEE: \$30.00
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Prerequisites: Introduction to Visual Arts

The focus in this specialized course is on two primary techniques: dry-brush and wet-on-wet. An advanced technique, layering, is also included. Students will explore watercolor through a variety of subject matter.

PAINTING II- 2-DIMENSIONAL DESIGN II (Grades 10-12)	05195G1022	Credit: 1	FEE: \$30.00
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Prerequisites: Introduction to Visual Arts and Painting I

The emphasis in this course includes grisaille painting (one color), Ala Prima, using staining and glazing techniques to achieve realistic effects. *NOTE: Students supply their own canvases.*

ADVANCED PLACEMENT (AP) 2-DIMENSIONAL ART AND DESIGN	05174E1000	Credit: 1	FEE: \$30.00
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Prerequisites: Instructor Approval

AP Art and Design courses are for all students who are interested in inquiry-based thinking and making. Students create a portfolio of work to demonstrate inquiry through art and design and development of materials, processes, and ideas over the course of a year. Portfolios include works of art and design, process documentation, and written information about the work presented. In May, students submit portfolios for evaluation based on specific criteria, which include skillful synthesis of materials, processes, and ideas and sustained investigation through practice, experimentation, and revision, guided by questions. Students may choose to submit any or all of the AP Portfolio Exams.

Visual Art-3D Ceramics/Sculpture Major

Grade 9	Grade 10	Grade 11	Grade 12
<i>Intro to Visual Arts</i>	<i>Intro to 3-Dimensional Design</i>	<i>3-Dimensional Design II</i>	<i>Visual Arts IV (Portfolio Presentation/Studio Art)</i>

Intro 3-Dimensional Design, SCULPTURE and CERAMICS I	05195G1031	Credit: 1	FEE: \$30.00
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Prerequisite: Intro to Visual Arts

In this introductory course, students utilize principles of design as they learn to work in both additive and subtractive methods. They also learn to create armatures and bases as important components of a successful sculpture. Additionally, students enrolled in this course are introduced to creating with clay through multiple hand-building techniques and throwing on the potter's wheel. Students learn to mix and use glazes, to apply glazes, and operate a kiln. Outcomes include the creation of bowls for utility and artwork for its own sake.

3-Dimensional Design II, SCULPTURE and CERAMICS II,	05195G1032	Credit: 1	FEE: \$30.00
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Prerequisites: Intro to Visual Arts and Intro to 3-Dimensional Design

In this second-year course, students continue to utilize principles of design as they learn to work in both additive and subtractive methods. They also learn to create armatures and bases as important components of a successful sculpture. Additionally, students continue to create with clay through multiple hand-building techniques and throwing on the potter's wheel. Students learn to mix and use glazes, apply glazes, and to operate a kiln. Outcomes include the creation of bowls for utility and artwork for its own sake.

ADVANCED PLACEMENT (AP) 3-DIMENSIONAL ART AND DESIGN	05175E1000	Credit: 1	FEE: \$30.00
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Prerequisites: Instructor Approval

AP Art and Design courses are for all students who are interested in inquiry-based thinking and making. Students create a portfolio of work to demonstrate inquiry through art and design and development of materials, processes, and ideas over the course of a year. Portfolios include works of art and design, process documentation, and written information about the work presented. In May, students submit portfolios for evaluation based on specific criteria, which include skillful synthesis of materials, processes, and ideas and sustained investigation through practice, experimentation, and revision, guided by questions. Students may choose to submit any or all of the AP Portfolio Exams.

Visual Art - Photography Major

Grade 9	Grade 10	Grade 11	Grade 12
<i>Intro to Visual Arts</i>	<i>Intro to Digital Photography I (Fall Semester)</i> <i>Digital Photography II (Spring Semester)</i>	<i>Digital Photography III, Honors (Fall Semester)</i> <i>Digital Photography IV, Honors (Spring Semester)</i>	<i>Visual Arts IV (Portfolio Presentation/Studio Art) (Full Year Course)</i>

INTRODUCTION TO DIGITAL PHOTOGRAPHY I (Fall) (Grades 10-12)	05167G10D1	Credit: 0.5	FEE: \$30.00
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Prerequisites: Introduction to Visual Arts

This digital photography course introduces students to the basics of photography – from concept and composition to color correction and everything in between. Homework includes weekly projects and deadlines. *NOTE: Students will furnish their own cameras.*

DIGITAL PHOTOGRAPHY II (Spring) (Grades 10-12)	05167G10D2	Credit: 0.5	FEE: \$30.00
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Prerequisites: Introduction to Digital Photography

As students' skills with digital photography increase, so does the complexity of the compositions and the creative use of color. Interest grows as students do an in-depth exploration of photography's possibilities. Photography II students are encouraged to participate in competitions. *Students will furnish their own cameras.*

DIGITAL PHOTOGRAPHY III, HONORS Fall ½ Credit (Grades 10-12)	05167G10D3	Credit: 0.5	FEE: \$30.00
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Prerequisites: Introduction to Digital Photography I and Digital Photography II

Photography as an art form is the emphasis of this course. Students are able to use the digital camera in creative ways by studying masters of the craft and by personal experimentation. Participation in competitions is encouraged, while participation in a school-level photography show is required. *Students will furnish their own cameras.*

DIGITAL PHOTOGRAPHY IV, HONORS Spring ½ Credit Grades 10-12)	05167G10D4	Credit: 0.5	FEE: \$30.00
Prerequisites: Introduction to Digital Photography I, Digital Photography II, Digital Photography III			
Students will work independently to create several bodies of work. The student continues in the Photography strand to develop in skill. <i>Students will furnish their own cameras.</i>			