

Visual Art

What We Will Learn

Light, Space and Motion. In Basic Visual Art you will explore how the principles of creative process guide our decisions as you apply them to how light, space and motion interact with color, shape and form. You will explore both two dimensional and three dimensional art forms using traditional and contemporary tools, materials and techniques.

Space, Light and Motion

Design and composition. Why and What is the shape and definition of your positive and negative space? What is the effect of light in your composition? What moves and how?

Principles of Creative Thinking

Contrast- *A notable difference between two things; for example, yellow and purple, or light and shadow contrasting patterns, textures, and colors add excitement, drama, and interest to a composition.*

Dominance- *The part of a design that is most important, powerful, or has the most influence. A certain color can be dominant, and so can an object, line, shape, or texture.*

Repetition- *Repeating elements of design or patterns in a work of art.*

Unity- *The interrelation, balance, and organization of all elements of an artwork to achieve a quality of oneness, or a pleasing sense (note: a composition can be pleasingly exciting, pleasingly disturbing, pleasingly tranquil, etc.).*

Rhythm- *Regular repetition of lines, shapes, colors, or patterns in a consistent way in a work of art.*

Radiance- *The emotional impact projected by a work of art as intended by the artist or interpreted by the viewer (note: these may be negative or positive in impact), Also in relation to reflected light and color.*

Movement- *The arrangement of elements in an artwork to create a sense of motion.*

Balance- *The arrangement of elements in a work of art. There are three kinds of balance: symmetrical (formal balance), asymmetrical balance (informal balance) and radial (from the center).*

Proportion- *The relationship of the distance of objects in a composition, for example, close-up and faraway; the relationship of the size of a part to another or to the whole.*

Harmony- *A pleasing or congruent arrangements of the parts of an artwork that creates a sense of calmness or agreement.*

Six Steps to a Design Process, adapted from PPT by Stan Maxted

Papers

A **research paper** about an artist, art piece, or art technique is due each quarter. Paper should be 2 to 4 pages, doubled spaced, with body type no larger than 12 pt. Be sure to cite your sources. Students can e-mail papers to mkooy@paasda.org. Title your paper with your name and research, (mark's research). Mark the subject line Art research Paper, or hand deliver them to Mr. Kooy.

Your **process paper** should cover all of your learning of the quarter/semester. Full descriptions of your design process and production procedures and techniques should be included. Pictures and diagrams are encouraged. Your process paper will be no longer than 4 pages. You must use the 10 principles of Creative Thinking to describe your project. Remember type no larger than 12 pt. and no smaller than 10 pt., double spaced. Title your paper with your name and process, (mark's process).You can e-mail your paper to mkooy@paasda.org, mark the subject line Process Paper, or hand deliver it to Mr Kooy.

Projects

First Quarter's project is designing a sculpture using the 5 basic volumetric shapes. You will need to think about why, where and what your sculpture will be for and how you will construct it. The sculpture is due at the end of first quarter.

Advanced and College Portfolio students please see "College Portfolio; Art Portfolio Requirements" in the appendix at the end of this PDF.

Drawing

- **2 Point Perspective:**

- 1.) Horizon Line/Eye level.
- 2.) Vanishing Points, left and right.
- 3.) Verticals, Horizontals and Diagonals.
- 4.) 5 Basic volumetric shapes, Cube, Sphere, Cylinder, Cone, Pyramid.
- 5.) 5 Platonic solids. Tetrahedron, Cube, Octahedron, Icosahedron, Dodecahedron.
- 6.) Drawing ovals in perspective.
- 7.) Using the Basic Volumetric shapes as design elements.

[Video](#), Perspective drawings, [#1](#), [#2](#), [#3](#)

Ceramic

- **Wheel thrown Pottery:**

- 1.) Preparing clay for the wheel.
- 2.) Preparing bat and wheel for throwing.
- 3.) Centering.

- 4.) Opening, measuring depth.
- 5.) Pulling up, consistent wall thickness.
- 6.) Shaping, work on one side only.
- 7.) Using string to cut pot lose from bat.

[VIDEO](#)

- **Hand Build Ceramics:**

- 1.) 3 hand build techniques. Pinch, Coil, and Slab.
- 2.) Slip and Score, [VIDEO](#)
- 3.) Rule of thumb.
- 4.) Molecular steam, KA BOOM.
- 5.) Hot air expands, KA BOOM.
- 6.) String cuts clay.
- 7.) Paper armatures and supports.

Glazes

We are using 4 different types of low fire cone 06 glazes.

1. Envision glazes or IN numbered. These glazes are applied to cone 04 fired bisque ware and come out shinny. You should not mix these glazes because they are not pigment based but thermal chemical reaction compounds. They change color when fire to a certain temperature and when mixed it changes the chemical make up of the glazes. They also become soft in the firing and fuse into one another when painted on top of each other. This makes them not as efficient for small lines and detailed work.
2. Opaque Underglazes or CC numbered. These glazes can be applied to greenware or clay that has not been fired. You can also mix them and paint them over each other. This makes it possible to do fine lines and very detailed designs. Underglazes fire flat not shinny. You must cover them with a clear IN glaze after firing them at cone 06 and fire them again to set the clear IN glaze to make them shinny.
3. Crystal glazes. These glazes are the same as IN glazes but have crystal pieces mixed in. These crystals give a variety of effects.
4. Element glazes. These are another brand of crystal type glaze.
5. Cone 06 is a unit of temperature that is about 1800° F

Glass

- **Fused and Kiln Formed: [eHow VIDEO](#)**

- 1.) Coefficient 90 glass.
- 2.) Frit, ground glass, fine, medium, and coarse.
- 3.) Transparent and Opal.
- 4.) Elmer's Glue and Klyr Fire Glue.
- 5.) One layer and Two layer fusing.
- 6.) Copper wire connecting embedded in fused layers.
- 7.) Slump and open face casting molds.

Ox-Acetylene

- **Brazing:**
 - 1.) Parts of the torch.
 - 2.) 5# Acetylene and 10# Oxygen. **Gas On Gas Off First!**
 - 3.) Striker, pliers, brazing rod, flux.
 - 4.) Wire- copper and steel.
 - 5.) Sheet metal/ mild steel.
 - 6.) Patinas.
 - 7.) Primer and paint.

VIDEO

Chalk Pastels

- **Value:**
 - 1.) Light and dark.
 - 2.) Contrast
 - 3.) Highlights and shadows, shading
- **Color**
 - 1.) Primary, complementary, tertiary colors

*Colors can stain cloths



Acrylic Painting and Color Theory

- **Primary Colors.**
- **Secondary Colors/Complementary Colors.**
- **Tertiary colors.**
- **Value, Hue and Tint.**
- **RGB vs RYB and CMY / Additive vs Subtractive color.**
- **Care, use and type of brushes.**
- **Painting with Acrylic and Latex paint.**

*Colors can stain cloths

Face Proportions

Self portrait

Eye brows align with top of ears.

Space between eyes is the same width as eyes.



Center of the pupils align with the corners of the mouth.

Bottom of nose aligns with bottoms of ears.

Pay close attention to the size of the faces elements in relationship to each other, eyes, nose, mouth and ears. Be sure to give plenty of hight to the top of the head. It is easy to make the top

of the head to short. Check the general shape of the face. Is it oval, heart shaped, or rectangular?



Basic Product Design

Textiles-Backpack/Handbag/Stuffed toy/Furniture

Basic sewing:

- Bobbin winding/Machine threading
- Strait stitching
- Button hole
- Zipper
- Fabric Pattern Design/Fabric choice
- Pattern Design
- Product Design/Toy Design

3D Printing Product Prototyping- Flashlight

3D Imaging and Design:

- Basic Rhino 3D imaging
- Makerware
- Makerbot 3D printer setup and operations
- PLA plastic and other materials
- Applications and Product Design

Creative Thinking Principle Questions

1. How is your project balanced?
2. What is the dominant factor of your project?
3. What are the contrasting elements?
4. What is the radiating factors of your projects?
5. Are there repeating elements? If so what are they?
6. What unifies your project?
7. What kind of rhythm does your project express?
8. What movement does your project show?
9. What kinds of proportional factors does your project have?
10. What makes your project harmonious?

Appendix:

Mr. Kooy's contact info, 503-860-8245, mkooy@paasda.org

Scale:	% of grade:
A=100 - 93%	Projects are 50%,
A-=92 - 90% Grade	Art research papers 20%
B+=89 - 87%	Process Paper and
B=86 - 83%	Portfolio 20%
B-=82 - 80	Attendance is 10%

Late Work Policy:

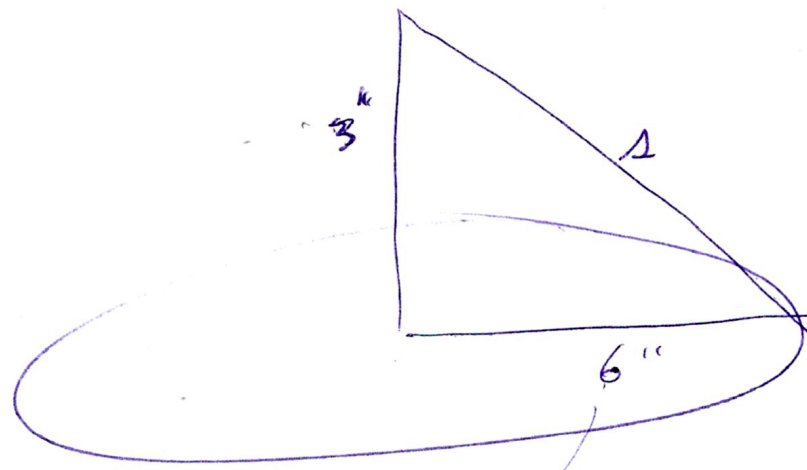
10% off your grade each week work is late after due date.

Unexpected School Closure/eLearning Day

In the event that PAA is unexpectedly closed on a scheduled school day, students will continue to learn and participate in school through an eLearning day. Students are required to attend and participate in class remotely. Students should plan on spending at least four hours of class, study, assignment time total for all that day's classes, for each eLearning day. In order to be counted present for the day, the student must participate in each class' activities and submit assigned work by 4 pm (3 pm on a Friday).

Students must check into class if scheduled for the day by . . . (look in RenWeb, look for an email, etc.) Previous assignments due on eLearning Days must be . . . (completed and submitted by 4 pm to be counted as on-time (3 pm on a Friday). You can take pictures of the assignment, turn in through RenWeb, email, etc.) Please submit any assignments given and due on the eLearning day by . . . (RenWeb homework drop, email, etc.)

Assignments due on that day and turned in after 4 pm will be considered late (3 pm on a Friday). If you have any questions, please contact me by . . . (email address, phone number for call or texts, etc.)



5.59

4.472

Side bar

$$12'' \rightarrow \underline{13.42''}$$

$$10'' = 13.42 \left(\frac{10}{12}\right) = 11.18''$$

$$8'' = 13.42 \left(\frac{8}{12}\right) = 8.944''$$

$$\Delta = \sqrt{3^2 + 6^2}$$

$$\Delta = 6.708$$

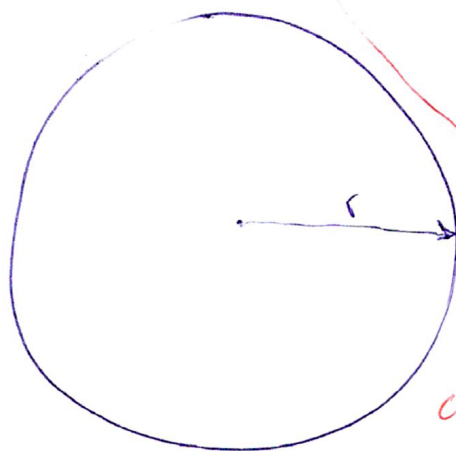
$$S = \pi r \Delta$$

$$= \pi (6)(6.708)$$

$$= 126.45 \text{ units}^2$$

Height of cone

material (flat)



$$A = \pi r^2 \quad (\text{note } r = \Delta)$$

$$A = \pi (6.708)^2$$

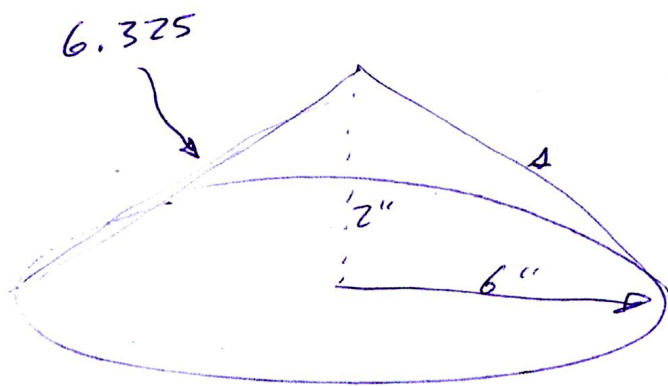
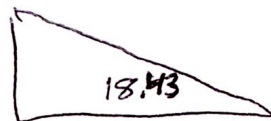
$$= 141.36 \text{ units}^2$$

Diameter

$$\frac{S}{A} = \frac{126.45}{141.36} = 89.45\%$$

\therefore we need throw away 10.55%

$$360^\circ \times 10.55\% = \underline{\underline{37.97^\circ}}$$



$$S = \pi r \Delta$$

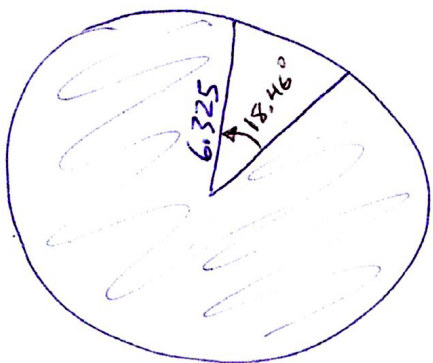
$$\Delta = \sqrt{r^2 + h^2}$$

$$S = \pi r \sqrt{r^2 + h^2}$$

$$S = \pi (6) \sqrt{36 + 4}$$

$$\pi 6 \sqrt{40}$$

$$119.22 \text{ units}^2$$



$$D = 12.65''$$

$\Delta 18.43^\circ$
elevation angle

$$A = \pi r^2$$

$$= \pi (6.325)^2$$

$$= 125.66 \text{ units}^2$$

$$\frac{119.22}{125.66} \times 360 = 341.54$$

18.46° wedge

Tear Sheet For National Portfolio Day:

Include the following:

- Name
- Contact Info, (special g-mail account suggested)
- School Name
- Programs or Degrees that you are interested in
- Example of your work
- Self-portrait

Visual Arts Classes:

- **Foundations of Visual Arts:** (10 HS credits)

Concepts: Light, Space and Motion.

Principles of Creative Thinking, Elements of Design.

Media and Techniques: Drawing, Acrylic Painting, Ceramics, Fused glass, Metals Sculpture, Basic Sewing, 3D Imaging and Printing.

This class is designed to give every student and the serious creative student the fundamentals of the technical skills, creative process and principles of creative thinking to express and communicate visually. The course will prepare the student who imagines he or she wants to pursue an advanced education in a creative field. Creative process we believe is an attribute of character that will enhance the students abilities in all part of their lives and expands their abilities to imagine with empathy their privilege to serve others.

- **Foundations of Media Arts:** (10 HS credits)

(currently: Photography & Design)

This course covers the basics of photography, graphic design, and various digital media production tools. Topics include cameras and lens operation, composition, lighting, and creativity and development of a personal vision. Imaging software used includes Adobe Lightroom, Photoshop, and Illustrator. This hands-on course will also address specific topics relating to photography & design history, theory, and visual arts concepts that will be covered through in-class exercises, projects, and class discussions.

- **Foundations of Communications:** (10 HS credits)

- **Advanced Visual Arts:** (10 HS credits)

(Creative Process, Portfolio Creation, Advanced Projects in Drawing, Acrylic Painting, Ceramics, Fused glass, Metals Sculpture, Fabric Design, 3D Imaging and Printing.

In this class students will focus on producing 2 and 3 dimensional work of portfolio quality. Will be required to participate in the national portfolio review as preparation for portfolio presentations for acceptance to third year advanced education prep course.

- **Advanced Media Arts:**(10 HS credits, 3 CCC credits)

(currently: Digital Media Production)

This course covers more advanced areas of media arts, with a focus specifically on digital video & filmmaking. Students will learn how to use cameras, lights, editing software, and how to create, organise, and produce original concepts and stories. Topics covered via in-class presentations and discussions include documentary filmmaking, podcasting, non-fiction storytelling, narrative storytelling, video art, and digital broadcasting.

Prerequisite:

preferably have taken Fundamentals of Media Arts, but not required

geared toward Juniors and Seniors, but consideration will be given on a case-by-case basis to interested Sophomores

- **Publications:** (10 HS credits)

This course is geared toward the production and publication of the school yearbook and online newspaper. It will introduce students to desktop publishing, digital photography, and journalistic writing. The students will learn through hands-on experience the logistics of producing a publication and meeting deadlines. Students will use Adobe Photoshop Lightroom and Indesign on Apple computers.

Prerequisite: Computer Applications and permission of instructor.

Open to students in grades 11-12.

• **College Portfolio; Art Portfolio Requirements**

The College Portfolio is designed to document the artist students knowledge, understanding and use of aesthetic principles, materials and techniques. There are 3 parts that give examples of:

1. light, space and motion.
2. Design and Creative Process.
3. Materials and techniques.

Light, Space and Motion. In this section please include:

1. A still life
2. A land scape
3. Self portrait
4. 2 pt. perspective drawing with shading
5. Acrylic painting full color
6. Chalk pastel drawing
7. Line drawing

Design and Creative Process:

1. 3D industrial design project with design concept and ideas documented.
2. A ceramic production concept piece.
3. An open faced mold concept for the candy, soap, architecture framing or candle industry.

Materials and techniques:

- 5 examples of your use of different material and techniques.

College Credit Visual Arts Classes:

- **Advanced Media Arts:** (10 HS credits, 3CCC credits)
(See course description above)

- **Introduction to Art History:** (10 HS credits, 4 WWU credits)

The Intro to Art History class will both cover the history of art from prehistoric times up to the current contemporary arts. The class will also cover how we view and create visual art as well as how the visual arts has inspired and influenced humans throughout history. We will also explore personally the creative process through the use of many different media and techniques like drawing, painting, printmaking and sculpture. Foundations of visual arts is a prerequisite to this course.