



Art

Possible College and Career Paths	Freshman	Sophomore	Junior	Senior
Sculptor, Model Maker, Industrial Designer, Potter, Toy Designer, Set Designer, FX Designer for Film and Television	A252 Levels 1-4 3D Design 1	A352 Levels 2-4 3D Design 2	A487 Levels 3-4 3D Design Studio	A489 Level 4 AP 3D Design
Graphic Designer, Flash Designer, Illustrator, Web Designer, Production Artist, 3D Modeler, Interactive and App Designer, Motion Graphics Designer, Visual Effects Artist, Web Content Developer, Video Editor, Digital Photographer, Photo Journalist, Wedding Photographer, Sports Photographer, Video Game Development	A195 Lvl. 1-4 Digital Media Arts 1	A196 Lvl. 1-4 Video & Animation 1	A295 Lvl. 2-4 Digital Media Arts 1: Video Game Design & Interactive Media	A296 Lvl. 2-4 Video & Animation 2: Visual FX and Production
		A233 Lvl. 2-4 Graphic Design I	A234 Lvl. 2-4 Graphic Design II	A467 Levels 3-4 Photo Studio
			A397 Levels 3-4 Digital Art Studio	A499 Level 4 AP 2D Design
Illustrator, Graphic Designer, Medical Illustration, Cartooning, Printmaker, Silk Screen Printer, Concept Artist	A152 Lvl. 1-4 Painting, Drawing, & Printmaking 1	A253 Lvl. 2-4 Painting, Drawing, & Printmaking 2	A254 Lvl. 2-4 Painting, Drawing, & Printmaking 2	A356 Level 3-4 Painting, Drawing, and Printmaking Studio
			A599 Level 4 AP Drawing	A499 Level 4 AP 2D Design
These courses are intended to enrich any curricular area.		A256 Lvl. 2-4 Art in Contemp. Society	A399 Level 2,3,4 AP Art History	

High School District 211 offers unique learning opportunities in the field of visual arts. A stimulating selection of elective courses in a carefully planned curriculum prepares young students for a successful art experience or a career in art. The success of this program lies in its diversity. Whatever background, previous experience, or skill level, students are encouraged and inspired to expand their abilities and interests in art. During the initial year in the Foundations level, students will explore a variety of concepts, a range of techniques, and experiment with diverse materials to encourage individual growth. The art education of a high school student is a series of learning experiences that incorporate thinking, questioning, and creating simultaneously. Students can move through the program based on their skills and interests. In their senior year, art majors will prepare a portfolio for entry into an art profession or college scholarship.

One year of art can be used to fulfill a graduation requirement.

A100 Fine Arts LEVEL: 1,2,3,4

One to four years ½ to 1 unit per year
(Hoffman Estates, Schaumburg, and Palatine High Schools Only)

PREREQUISITE: Placement by staff conference recommendation.
This course is designed to teach students in the areas of art, music, dance and drama through participation in realistic hands-on experiences. Basic objectives and skills will be met through appropriate activities designed for the student's level of capability.

A152 Painting, Drawing, and Printmaking 1 LEVEL: 1,2,3,4

One year One unit
PREREQUISITE: Student must receive a passing grade in the first semester of this course in order to continue for the second semester.

Are you creative? Would you like to learn how to be? Are your notebooks covered in drawings? In this course, students develop creativity, design, and technical skills basic to the visual arts and numerous creative careers. A wide variety of engaging art techniques and materials are introduced in the study of painting, drawing, and printmaking. You will learn to draw more realistically, mix and apply paint and print images like posters or t-shirts. This full-year course is a great art foundations course and the introduction to the Painting, Drawing and Printmaking curricular path. No experience necessary!

A195 Digital Media Arts 1 LEVEL: 1,2,3,4

One-half year One-half unit
PREREQUISITE: None

Digital Media Arts 1 is the beginning level course and introduction to digital arts and imaging. Students will begin to learn key concepts and basic skills involving digital photography and imaging, digital illustration/vector, graphic design, raster/bitmap imagery, virtual worlds, motion graphics, and game design. Lessons will be geared towards learning tool and techniques basics using industry standard software such as Photoshop, Illustrator, Final Cut Pro, and Unity as students investigate the essentials of interactive media. No experience necessary. This introductory semester course is suggested as a pairing with the introductory semester course A196 Video and Animation.

A196 Video and Animation 1 LEVEL: 1,2,3,4

One-half year One-half unit
PREREQUISITE: None

Video and Animation is the beginning level course and introduction to the essentials of video and animation techniques. Students will use industry standard digital tools such as Photoshop and Final Cut Pro to create artworks in video, audio, 2D animation, 3D animation, motion graphics, and visual effects. Students will work in both real and virtual environments as they develop essential skills in visual communication, digital storytelling, videography, design, and animation. No experience necessary. This introductory semester course is suggested as a pair with the introductory semester course A195 Digital Media Arts.

A233 Graphic Design 1 LEVEL: 2,3,4

One-half year One-half unit
PREREQUISITE: None

Explore the creative and useful field of graphic design and visual communication. Apply your art skills and experience and discover their use in a potential career. Digital graphic design skills produce strong and clearly communicated images that inform, persuade, and command attention. This course familiarizes the student with current methods, techniques, and technology employed in the field of advertising to develop a student portfolio. Graphic Design is structured to emulate a professional setting and offers exposure to graphic design related careers.

A234 Graphic Design 2 LEVEL: 2,3,4

One-half year One-half unit
PREREQUISITE: A233 Graphic Design 1 (A,B,C) or Department Approval

Enroll in this course as a continued professional avenue to the graphic design and advertising industry. You will develop a portfolio that reflects the essential blend of traditional graphic design and digital skills. Learn production and industry standard computer applications, as well as creative marketing and advertising techniques. Included are such topics as branding, identity development, self-promotion, and web banner advertising. Study the relationship between products, services, features, and benefits to potential markets.

A252 Three-Dimensional Design 1 LEVEL: 1,2,3,4

One year One unit
PREREQUISITE: None

This course provides the student with introductory knowledge of three-dimensional design skills and techniques in the lab setting. The qualities of various materials, such as ceramics, plaster, fiber, wood, lost wax, casting, and metal fabrication are investigated and applied in the development of 3D art creations that are usable and wearable. Providing step-by-step demonstrations helps student acquire sound skills. One-on-one guidance facilitates artwork design and quality. Students must receive a passing grade in the first semester of this course in order to continue for the second semester.

A253 Painting, Drawing and Printmaking 2

LEVEL: 2,3,4

One-half year

One-half unit

PREREQUISITE: A152 Painting, Drawing, and Printmaking 1 (A,B,C) or Department Approval

In Painting, Drawing and Printmaking 2, students will continue to increase their technical and creative skills. Students will explore advanced techniques through the use of various processes and media. Painting, Drawing and Printmaking 2 students will increase their art making confidence by developing essential rendering and quality composition skills to include landscapes, imaginative subjects, portrait, and figure studies. The student's confidence increases as their hand/eye coordination improves. This semester course is suggested as a pairing with the semester course A254 Painting, Drawing and Printmaking 2.

A254 Painting, Drawing and Printmaking 2

LEVEL: 2,3,4

One-half year

One-half unit

PREREQUISITE: A152 Painting, Drawing, Printmaking 1 (A,B,C) or Department Approval

This course is the second half of the level 2 Painting, Drawing, and Printmaking sequence. Students will continue to build upon their technical and creative skills. This class uses printmaking, drawing, and print media as a way of exploring how to combine those various media and techniques to allow the student to develop imagery with a personal thematic approach. Course work increases a student's ability to effectively use composition to create the illusion of reality on a two-dimensional surface. This semester course is suggested as a pairing with the semester course A253 Paint, Drawing and Printmaking 2.

A255 Photography 1

LEVEL: 2,3,4

One-half year

One-half unit

PREREQUISITE: None

Photography 1 introduces professional camera techniques. During this one semester course, students capture and create photographic images. Photography communicates ideas and documents events. The creation of unique photographic images acts as a window to personal experience. Information regarding photographic careers will add direction and focus. While the majority of the materials, technology, and equipment are supplied, the student is required to purchase some photography supplies and have access to a camera as prescribed by the instructor. No experience necessary. This introductory semester course is suggested as a pairing with the introductory semester course A355 Photo 2.

A256 Art in Contemporary Society **LEVEL: 2,3,4**

One-half year

One-half unit

Art in Contemporary Society presents the influences of the Arts in a chronological perspective. This course examines the role that dance, drama, music, and the visual arts play in society. Through discussion, critique, and interpretation of the arts, students explore the relationship between contemporary and historical events. No experience necessary. *A65603: Harper College Course A105, Introduction to Arts, 3 credit hours.*

A295 Digital Media Arts 2: Video Game Design and Interactive Media

LEVEL: 2,3,4

One half-year

One-half unit

PREREQUISITE: A195 Digital Media Arts 1 (A,B,C) or Department Chair Approval

Video Game Design and Interactive Media is the second course in the Digital Media Arts course sequence. It gives students the opportunity to get hands on experience in the ever-growing field of Digital Art. Students will use industry standard programs such as Final Cut Pro, Unity, and Z Brush to learn skills in developing artworks in 3D modeling, 3D animation, virtual worlds, 2D animation, augmented reality, interactive art, digital imaging, and introduction to video game creation.

A296 Video and Animation 2: Visual Effects and Production

LEVEL: 2,3,4

One half-year

One-half unit

PREREQUISITE: A196 Video and Animation 1 (A,B,C) or Department Chair Approval

Visual Effects and Production is the second course in the Video and Animation course sequence. Students will advance their understanding of video and animation techniques as they produce digital video, 2D animation, and 3D animation artworks. Students will use industry standard software such as Photoshop and Final Cut Pro as they develop visual communication and narrative skills using digital art techniques. Students will extend their creative potential as they explore compositing, green screening, and other special effects in video, while developing skills in animation and motion graphics such as motion tracking and using virtual cameras.

A352 Three-Dimensional Design 2

LEVEL: 2,3,4

One year

One unit

PREREQUISITE: A252 Three-Dimensional Design 1 (A,B,C) or department chair approval. Students must receive a passing grade in the first semester of this course in order to continue for the second semester.

This course expands upon the basic 3-D design skills and techniques introduced in A252 Three-Dimensional Design 1. Additional opportunities available to students include: wheel-throwing clay to form pottery; casting and soldering metal to create jewelry; and using additive and subtractive techniques in chosen materials such as plastic, metal, paper, clay, fiber, and wood to create sculptures. Students view artwork by recognized professional sculptors and craftsmen and learn about 3D art-related careers.

A355 Photography 2

LEVEL: 2,3,4

One-half year

One-half unit

PREREQUISITE: A255 Photography 1 (A,B,C) or Department Approval

Photography 2 builds upon skills required in Photography 1 by extending and expanding a student's experience in camera and printing techniques. Beyond fundamental materials and processes, Photography 2 places more emphasis on the conceptual and expressive qualities of the photographic image. Students produce a portfolio of finished photography that reflects the skills mastered. While the majority of the materials, technology, and equipment are supplied, the student is required to

purchase some photography supplies and have access to a camera as prescribed by the instructor.

A356 Painting, Drawing, and Printmaking Studio LEVEL: 2,3,4

One year One unit

PREREQUISITE: A253 Painting, Drawing and Printmaking 2, and/or A254 Painting, Drawing and Printmaking 2 (A,B,C) or Department Approval

Painting Drawing and Printmaking 3 will prepare students for the rigor of the AP art courses in the 400 and 500 levels. Students will begin to master various technical skills while integrating observational life drawing, personal context and issues in contemporary society. Students begin to build a portfolio that showcases their art making abilities in a variety of drawing, painting and printmaking media. This portfolio can be used for scholarship, college application or career opportunity. Students will synthesize techniques, processes, and concepts in an increasingly mature manner. Developing an awareness of content, symbolism, and theme in traditional and contemporary artworks, students evaluate and critique their work and the work of others. Students formulate original ideas, personal expressive style, and direction for future art work.

A397 Digital Art Studio LEVEL: 3,4

One year One unit

PREREQUISITE: A295 Digital Media Arts II: Video Game Design and Interactive Media, A296 Video and Animation II: Visual Effects and Production, A234 Graphic Design II; (A,B,C) or Department Chair Approval

Digital studio is the third step in the Digital Media Arts and Video and Animation sequence. Students will work in a wide variety of advanced digital applications to create work that integrates their current skill sets with the current use of technology in the Arts. Multimedia production may include digital illustration, animation, video, web page design, iPad app design, interactive arts, game design, and digital photography. A comprehensive portfolio will be developed emphasizing a variety of technical skills and advanced creative thinking. Students will work in teams on larger scale projects, as they take on roles reflective of potential college and career paths in digital media.

A399 Advanced Placement Art History LEVEL: 2,3,4

One year One unit

AP Art History is a full-year elective course, which prepares students for the AP Art History Exam. The curriculum supports visual literacy by providing a deep understanding of social, political, historical, and cultural events spanning world history, from prehistoric art to art of the post-modern 21st century.

A467 Two-Dimensional Studio/Photography LEVEL: 3,4

One year One unit

PREREQUISITE: A355 Photography 2 or Department Chair Approval

This division of Two-Dimensional Studio offers training and experience in advanced photographic techniques. Advanced camera techniques, studio lighting, quality composition, and work ethic are emphasized. Students are encouraged to use

special techniques and creative expression. The outcome is a comprehensive portfolio that reflects a student's artistic and technical achievement. While the majority of the materials, technology, and equipment are supplied, the student is required to purchase some photography supplies and have access to a camera as prescribed by the instructor.

A487 Three-Dimensional Studio LEVEL: 3,4

One year One unit

PREREQUISITE: A352 Three-Dimensional Design 2 or Department Chair Approval

Three-Dimensional Design Studio offers each student the opportunity to work in a variety of sculptural media, which may include work in metal, ceramic, textile, wood, and plaster. With the guidance of the instructor, each student develops an individualized course of study with timelines providing advanced experience in one or more areas of three-dimensional art. While concentrating in the selected area, students work to improve technical quality and develop a personal style. Each student compiles a comprehensive portfolio of artistic achievements.

A497 Advanced Digital Art Studio LEVEL: 4

One year One unit

PREREQUISITE: : A397 Digital Studio (A,B,C) or Department Chair Approval

Advanced Digital Studio is the fourth step in the Digital Media Arts and Video and Animation sequence. This independent study course allows advanced digital Art students the opportunity to develop a complete Digital Art portfolio. The focus of this course is on digital art career exploration and preparation. Students advance their knowledge of digital photography, raster imaging, vector-based graphics, character animation, advanced digital audio, virtual reality, video editing, special effects, game design, and interactive art. Advanced Digital Studio students create a comprehensive portfolio, which reflects their artistic achievement. Students in this course may choose to use their portfolio to apply for scholarships, college credit, careers in the field of art, and university applications.

A489 Advanced Placement Studio Art: 3-D Design **A499 Advanced Placement Studio Art: 2-D Design** **A599 Advanced Placement Studio Art: Drawing (3,4)**

LEVEL: 4

One year each One unit each

PREREQUISITE: Portfolio review by the Art Department

These independent study courses give advanced art students the opportunity to develop an Advanced Placement Art Portfolio. The focus of these courses is on the three sections graded by the College Boards: Quality, Concentration, and Breadth. Students will select works which excel in concept, composition, and execution from their "body of work" or portfolio. Students also will organize a series of work around a compelling visual concept. Finally, students will demonstrate, through their work, broad experience and accomplishment.

