

2D Art

½ credit

1 semester

Instructor(s): Ms. Michelle DeBoer

Text(s): none

Prerequisites: none

Course Description: This course is an introduction to producing two-dimensional art. Students will learn the basic technical skills using a wide variety of media. Through the different areas of 2D art, students will apply the concepts of the elements and principles of design. They will produce art in the areas of still life drawing, value rendering, perspective drawing and color theory. This course prepares students for the course of Painting and Drawing.

Course Content: The units in this course are the following:

- a. Still life drawing
- b. Value drawing
- c. Tempera painting kaleidoscope
- d. Perspective drawing
- e. Art presentation
- f. Critique

Course Format:

Material is presented through lecture, demonstration, skill labs, discussion, written work, and project labs.

Course Expectations:

The completion of all work to increase skill level and art knowledge of processes and terminology.

Grades:

Evaluation is based on written worksheets, written tests, skill labs, and projects.

Evaluation of projects are as follows:

- a. accuracy of following specific instructions and requirements of the assignments
- b. accuracy of skill
- c. composition of the project—use of elements and principles of design
- d. creativity and originality
- e. craftsmanship and construction
- f. self evaluation

Course Objectives:

The following are the district objectives for the Fine Arts State Goals:

VISUAL ARTS (2-DIMENSIONAL)**STATE GOAL TWENTY-FIVE - DISTRICT OBJECTIVES**

- 25A.900 Identify and integrate the elements and principles of 2-dimensional design
- 25A.901 Demonstrate the use of the skills of evaluation including the elements and principals of 2-dimensional design
- 25A.902 Demonstrate the appropriate use and care of art media and tools
- 25A.903 Demonstrate evaluation skills in regard to selected works of art
- 25A.904 Use appropriate vocabulary to describe visual perceptions of an artwork
- 25B.905 Demonstrate the interaction of sensory, formal and technical aspects of a visual selection to express and artist's concept

STATE GOAL TWENTY-SIX - DISTRICT OBJECTIVES

- 26A.906 Demonstrate pencil-rendering techniques
- 26A.907 Demonstrate 1 point and 2 point perspective techniques
- 26A.908 Demonstrate the application of color theory in painting
- 26A.909 Demonstrate texture techniques
- 26A.910 Identify and use drawing tools necessary for blending technique
- 26A.911 Identify and use drafting tools necessary for perspective drawing
- 26A.912 Draw realistic representation of objects and figures
- 26B.913 Use principles of design (rhythm, illusion of depth, proportions, emphasis, balance, harmony, variety, repetition) to create a unified image
- 26B.914 Use the elements of design to create a visual image which represents or creates a mood or message
- 26B.915 Create a composition to represent depth (1 point and 2 point perspective)
- 26B.916 Create a piece using a color scheme in tempera paint

VISUAL ARTS (2-DIMENSIONAL, 3-DIMENSIONAL, DRAWING, PAINTING, CERAMICS AND SCULPTURE)**STATE GOAL TWENTY-SEVEN DISTRICT OBJECTIVES**

- 27A.917 Analyze how visual arts has changed through historical periods
- 27B.918 Identify how the visual image changes in subject, context, and media through time