



VISUAL ARTS

CURRICULUM AND GUIDELINES 2024/2025

This handbook serves as an overview of courses, standards, and guidelines set by Idyllwild Arts Academy's Visual Arts Department. Course offerings subject to enrollment and availability.

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STATEMENT OF PHILOSOPHY

The Visual Arts Department at Idyllwild Arts offers a wide range of courses that promote an experiential approach while developing a sensitivity and familiarity with materials and methods. Students are given both formal and conceptual training to expand their visual literacy. All students are required to become involved with a critical and analytical investigation into the meanings and ideas that are integral to the practice of contemporary artmaking. Our Visual Arts program supports this process by cultivating the relationship between art and life.

The studio acts as a place where the confluence of ideas and methods is provided to help each student develop their own personal vision. All courses supplement studio practice with historical, cultural, and philosophical antecedents from various periods to provide a background for the different approaches. Personal attention from a professional faculty of teaching artists guides students to gain greater confidence in their work and ideas.

The overall approach of the department is intended to get students to think critically and creatively beyond the walls of the studio. Ultimately this promotes student portfolio development that is commensurate with the requirements of undergraduate studio art programs.

DEPARTMENT REQUIREMENTS

The Visual Arts Department offers a wide range of courses, which help build student technique, creativity, and engagement with the world. Under the guidance of dedicated teaching artists, students learn how traditional and contemporary methods, materials, and ideas shape their artmaking. From Art Fundamentals through Senior Seminar, their training leaves them profoundly qualified and confident for both college and the world at large.

The general curriculum is also supplemented with visiting artists' shows, lectures, and masterclasses. Issues relevant to contemporary art practice are promoted and further developed via discussion, critiques, readings, written work, presentations, student exhibitions, and field trips.

All Visual Arts students are required to take Practicum and Drawing each year of enrollment. Fridays consist of mandatory Open Studio where all students have time to work in a studio of their choice for the entire afternoon. This supervised studio time will allow students to work on individual projects and interact with different faculty members. Juniors participate in the annual junior group show and Junior Seminar course. Seniors take a year of Senior Seminar and exhibit their work in the end-of-year capstone Senior Shows.

COURSES REQUIRED FOR ARTS CERTIFICATE

- Art Fundamentals (*1st or 2nd year*)
- Art History (*2nd, 3rd, or 4th year*)
- Digital Art & Design (*1st or 2nd year*)
- Drawing (*Required up to Drawing III-IV*)
- Junior Seminar (*3rd year*)
- Photography I (*1st or 2nd year*)
- Practicum (*Required each year; non-graded pass/fail course*)
- Senior Seminar (*4th year and Post-Graduate*)
- 2D Electives (*Number of courses depends on year of entry*)
- 3D Electives (*Number of courses depends on year of entry*)
- Advanced Electives (*see below*)

INTRODUCTORY Elective Courses

- Ceramics I (*Prerequisites: Art Fundamentals*)
- Creative Technology (*Prerequisites: Digital Art & Design, formerly called "Graphics I"*)
- Painting I (*Prerequisites: Drawing I*)
- Printmaking I (*Prerequisites: Drawing I, Art Fundamentals*)
- Sculpture I (*Prerequisites: Art Fundamentals*)

ADVANCED Elective Courses

- Anatomy for the Artist (*Prerequisites: Drawing III-IV*)
- Animation (*Prerequisites: Digital Art & Design, formerly called "Graphics I"*)
- Ceramics II-IV (*Prerequisites: Ceramics I, Art Fundamentals*)
- Metalsmithing (*Prerequisites: Art Fundamentals*)
- Painting II, III-IV (*Prerequisites: Drawing I, Painting I*)
- Printmaking II-IV (*Prerequisites: Printmaking I*)
- Photography II-IV (*Prerequisites: Photography I*)
- Sculpture II-IV (*Prerequisites: Sculpture I*)
- Yearbook (*Prerequisites: Digital Art & Design, formerly called "Graphics I"*)

INTERDEPARTMENTAL Elective Courses

Enrollment upon request; approval from both Department Chairs is required.

- Cinematography I (*in tandem with the Film & Digital Media Department*)
- Fashion Construction (*in tandem with the InterArts Department*)
- Fashion Photography (*in tandem with the InterArts Department*)
- Interdisciplinary Minds (*in tandem with the InterArts Department*)
- Drafting I (*in tandem with the Dramatic Arts Department*)

VISUAL ARTS COURSE SEQUENCE

To receive a Visual Arts certificate a student must take the following courses:

9th Grade: FOUNDATION

- Art Fundamentals
- Drawing I
- Photography I
- Digital Art & Design I
 - **OR** Ceramics I
 - **OR** Sculpture I

10th Grade: EXPLORATION

- Art History **OR** other required course
- Drawing II
- Elective
- Art Fundamentals (if not taken during 1st year) **OR** Elective

11th Grade: CONCENTRATION*

- Junior Seminar (meets weekly)
- Art History (if not taken in 2nd year)
 - **OR** Elective
- Drawing III-IV
- Elective
- Elective

12th Grade: CAPSTONE*

- Senior Seminar
- Drawing III-IV **OR** Elective
- Advanced Elective
- Elective
- Elective

*Students joining the program in 11th or 12th grade will enter the course sequence as appropriate based on portfolio review and technical assessment.

All Visual Arts students will also be enrolled in Practicum and Open Studios each year

Practicum: Six (6) hours in support of and in service to the department per semester

Open Studios: Open Studio is held every Friday from 2:15-5:00 pm following Department Meetings. This is mandatory designated time to complete practicum hours, participate in scheduled masterclasses, or to work in any Visual Arts Department studio

IAA VISUAL ARTS DEPARTMENT COURSE COMPLETION CHECKLIST

Student Name: _____

YEAR I - FOUNDATIONS: 9TH GRADE

- Art Fundamentals
- Drawing I
- Introductory Level Course
- Introductory Level Course
- Practicum
- Open Studios

YEAR II - EXPLORATION: 10TH GRADE

- Drawing II
- Art History
- Art Fundamentals (if not taken 1st year) OR Elective
- Elective
- Practicum
- Open Studios

YEAR III - CONCENTRATION: 11TH GRADE

- Drawing III-IV
- Junior Seminar
- Art History (if not taken 2nd year) OR Elective
- Elective
- Elective
- Practicum
- Open Studios

YEAR IV - CAPSTONE: 12TH GRADE

- Senior Seminar
- Advanced Elective
- Elective
- Elective
- Practicum
- Open Studios

COURSE DESCRIPTIONS

Courses are subject to change based on enrollment and availability. Course descriptions may be modified or changed to fit instructional needs.

ANATOMY FOR THE ARTIST

Prerequisites: Drawing III-IV

This course is an in-depth exploration of human anatomy and the facial muscles of expression for the purpose of representation. Students will learn to identify the skeletal and muscular structure beneath the skin and then enhance their observational drawings with their study of anatomy. This class will cover the language of anatomy through lectures and demonstrations. Using traditional media, students will perform specific exercises and assignments geared towards developing and enhancing their ability to draw from observation.

ANIMATION

Prerequisites: Digital Art & Design I (Formerly Graphics I)

This is an advanced-level course that requires Digital Art & Design as a prerequisite. The class focuses on drawing for animation using Adobe Animate and developing the basic filmmaking skills required to make an animated film using Adobe Premiere / Final Cut Pro. The course will feature presentations and lectures on the history and principles of animation with breakdowns of notable animated sequences. It will also include demonstrations of frame-by-frame, digital cut-out, and rotoscope animation techniques as well as of video editing, compositing, and color correction.

ART FUNDAMENTALS

Prerequisites: None

This course provides an introduction to the Elements of Art and Principles of Design for 9th and 10th grade students. The Elements (line, shape, form, color, value, texture, space) and Principles (balance, unity, variety, emphasis, pattern, contrast, proportion/scale, rhythm) are known as the practical components that create a visually-engaging work of art in any medium. In this year-long course, we explore various methods, materials, and techniques in artmaking. We also learn about significant artists and movements through history and develop the vocabulary to think about and discuss art with each other through critique and self-reflection. This course aligns vocabulary and techniques that students are exposed to in other Visual Arts classes at Idyllwild Arts and beyond.

ART HISTORY

Prerequisites: None

This course is a survey of and introduction to Western Art History covering the ancient, classical, medieval, renaissance, and modern eras. Students will use the text *The Art Book* to supplement lectures, research projects, discussion groups, and artistic projects. Students are given the tools that enable them to look critically at art through the ages in order to better understand the historical and cultural context for each period. Students will be asked to view and analyze artworks, discussing how and why the art of a specific time reflects that era while examining their influence on future artists and movements.

CERAMICS I

Prerequisites: None

Ceramics I is an introductory course that presents the fundamentals of wheel-thrown and hand-built techniques and processes. Students will create three-dimensional forms with an emphasis on ideas and concepts. Assignments will provide a backbone for exploration in slab construction, coil building, pinching, and throwing on the potter's wheel. Students will problem-solve and use creative solutions with the material and technical knowledge gained through this course. Students will also develop an understanding of the properties of clay, basic glaze chemistry, firing processes, and general studio upkeep. Demonstrations of hand building, wheel throwing, glazing, and firing will be given. Slide lectures, videos, and readings will be provided to give students a broader context of contemporary ceramics. Students will also develop a vocabulary to aid them in discussing their work through the lenses of the principles and elements of design.

CERAMICS II-IV

Prerequisites: Ceramics I

Ceramics II is a studio course designed to investigate ceramic materials, processes, and techniques. This intermediate/advanced ceramic course will focus not only on continuing to develop techniques previously learned but also to continue developing conceptual ideas within the work. The assignments are designed to be flexible to accommodate each student's personal voice. Through group critiques, students are expected to develop visual language and critical thinking. Students will also gain basic knowledge of kiln firing through class participation by loading/unloading their own work. Demonstrations of hand building, wheel throwing, glazing, and firing will be given. Slide lectures, videos, and readings will be provided to give students a broader context of contemporary ceramics. Students will also develop a vocabulary to aid them in discussing their work through the lenses of the principles and elements of design.

DIGITAL ART & DESIGN I (Formerly Graphics I)

Prerequisites: None

In this introductory-level course, students will learn how to design using Adobe Photoshop software, how to digitally paint using a tablet, and how to use different brushes, downloaded brushes, and brushes that students create themselves. Students also learn art and layout fundamentals, including basic skills in digital photography, scanning, typography, resolution. In the process, they will learn why we critique and how to critique, as well as practice understanding and managing project deadlines. This course sets the technical groundwork for future Visual Arts classes.

DIGITAL ART & DESIGN II-IV

Prerequisites: Digital Art & Design I (Formerly Graphics I)

Students will expand on Photoshop skills; in addition, the basics of Adobe InDesign and Adobe Illustrator may be covered. These software programs will be used to experiment with commercial work and concept-driven work. Technical requirements in professional design and print will be covered. Students will work individually and in teams on projects in traditional graphic design, digital art, mixed media, and conceptual design that vary year to year.

CREATIVE TECHNOLOGY

Prerequisites: Digital Art & Design I or Instructor Approval

Creative Technology sets a course to investigate the relationship between technology and art. Course participants will partake in a series of learning exercises, produce 2-3 projects, and participate in class discussions and critiques. Learning exercises will revolve around computer design software such as the Adobe Creative Suite and 3D modeling software like TinkerCAD. In the Creative Tech Studio, we have 3D printers, CNC routers, and a Laser Engraver for bringing our designs to life. Participants will develop individual project proposals tailored to their interests.

DRAWING I

Prerequisites: None

This course focuses on the development of drawing skills based on art elements and concepts. Beginning drawing introduces the student to basic drawing materials, techniques, and skills. An emphasis is placed on developing the ability "to see," to focus on the observation of three-dimensional forms and translate this to the two-dimensional picture plane. Students will work on a variety of exercises and assignments designed to enhance this process. This involves working from still-life and models. Basic approaches include mark-making, line quality, value, volume, toning, texture, and the various methods that emphasize spatial qualities. Compositional strategies are also covered. Students explore the usage of drawing media such as charcoal, pencil, pen, brush/ink, and pastel.

DRAWING II

Prerequisites: Drawing I or upon department approval

Drawing I focuses on the development of drawing skills through observation and open-ended projects. Students work in a variety of media, such as graphite, charcoal, and ink, with opportunities to use pastel and colored pencil. This class focuses on concept-based visual problems, using brainstorming and research as well as drawing from observation (including the figure).

DRAWING III-IV

Prerequisites: Drawing I and Drawing II or upon department approval

Advanced students who are technically proficient and have taken Drawing I and II will focus on pushing their work conceptually with a strong focus on the process and approach. Students will work in a variety of media and subjects such as conté, graphite, charcoal, pastel, and ink. They will continue to practice honing their observational skills by drawing from life. The majority of class time will be spent working on assignments, drawing from the model, and facilitating their daily handouts/sketchbook. The students will both read and write criticism of their work and that of their fellow classmates in order to expand their visual vocabulary and the ability to discuss art in a critical, constructive fashion.

JUNIOR SEMINAR

Prerequisites: Restricted to Visual Arts juniors

In this seminar course, students learn and expand upon professional practices such as: compiling, documenting, and creating a portfolio of their work; critiquing and learning to have meaningful discussions about art; creating and editing a proposal; and applying to grants and scholarships. Students also work closely with faculty to develop their portfolios and ideas for their Senior Shows. This course prepares students and gives them the tools and resources to enter their senior year.

METALSMITHING / JEWELRY DESIGN

Prerequisites: Open only to seniors and juniors (or upon instructor approval)

This advanced-level course is an introduction to concepts and basic techniques of metalsmithing and jewelry design including soldering, sawing, cold connections, forming, and bezel setting. Students will use a variety of materials such as copper, brass, resin, and stones. The use of more precious metals, such as silver, is optional. Students will use metalsmithing to develop a creative direction and make a unified body of work throughout the year. Demonstrations, critiques, lectures, discussions, and individual projects will help emphasize metalsmithing's concepts and properties.

PAINTING I

Prerequisites: Drawing I

In this class, students learn the technical skills required for painting. Acrylic mediums are introduced and elements of color theory and composition are emphasized. Students work from life to develop skills in painting light, shadow, and three-dimensional forms. Students will work on paper and board, and will learn to stretch canvas. Class critiques are used as one method of evaluating performance and progress.

PAINTING II

Prerequisites: Painting I, Drawing I

In Painting II, students continue to build their fundamental understanding of light, shade, form, value, color, and composition. Students will hone basic techniques through class demonstrations, with emphasis on the proper usage of brushes, paint, palette, and color mixing. Assignments range from Still-Life and Self-Portraiture to Landscape and Abstraction/Cubism. All students will participate in regular critiques emphasizing the ability to criticize constructively, think critically, execute technical skills, and explore modern themes and concepts in art.

PAINTING III-IV

Prerequisites: Painting II

Advanced students complete various projects throughout the semester to promote personal and creative growth and to help enhance portfolio development. These projects emphasize process and conceptual/philosophical ideas. Students also participate in group critiques of work and discussions of short readings and/or exhibitions. Occasional presentations and shows will expand upon contemporary issues in painting. Various mixed media approaches are introduced to expand the visual vocabulary of each student.

PHOTOGRAPHY I

Prerequisites: None

The first semester course covers the foundations of the analog black-and-white photographic process. Students will use 35mm cameras in manual mode, learning principles of exposure such as aperture, shutter speed, and ISO. Students will expose film, develop it by hand, and use the negatives to make traditional gelatin silver prints in the wet darkroom. Second semester, the course covers basic concepts and the practice of digital photography, including understanding and use of the camera, lenses, and other basic photographic equipment. The course will address aesthetic principles as they relate to composition, space, exposure, light, and color. Technological requirements of digital formats will be addressed, such as formats and resolution. Basic digital manipulations of images will be taught in preparation for creating a photo portfolio of images.

PHOTOGRAPHY II-IV

Prerequisites: Photography I

Digital Photography Advanced is designed for students who are seriously interested in the practical experience of art photography. Students will be introduced to new photographers, artists (especially digital artists), and more sophisticated techniques; these will serve as points of departure for students to create work that reflects their individual spirit and vision. Students will also explore the darkroom more in depth and study photographic and digital media with the camera and computer. They will be able to develop a body of work that reflects a range of problem-solving and ideation as they develop versatility with techniques in order to best demonstrate their abilities. Students will research and keep art journals as well as have class critiques, individual critiques, and artistic dialogues that will inspire them as they create. Work is expected to be of high quality in thought, process, and product.

PRACTICUM

Note: Required for all Visual Arts students each year

Students are required to complete six (6) hours of service to the department each semester. Opportunities for hours will be provided during Open Studio sessions by VA faculty.

PRINTMAKING I

Prerequisites: Drawing I, Art Fundamentals

This intermediate-level course is an introduction to the techniques, history, and concepts of printmaking through relief and intaglio processes such as linoleum cut, woodcut, drypoint, and etching. This course focuses on printing ink on paper and will allow students to learn a wide range of technical and conceptual tools. Demonstrations, lectures, critiques, discussions, historical overviews, and individual projects will help emphasize printmaking's concepts and properties as well as the use of multiples.

PRINTMAKING II-IV

Prerequisites: Printmaking I

This advanced-level course expands on the techniques and concepts learned in Printmaking I. This course primarily focuses on printing ink on paper and will allow students to develop a wide range of technical and conceptual tools. Demonstrations, critiques, and discussions will emphasize printmaking's natural properties of layered image making, creating multiples, and collaboration. Students will expand on relief and intaglio techniques learned in Printmaking I and will have the opportunity to learn advanced techniques such as screen printing, plate lithography, solar plate, aquatint, and monotype.

SCULPTURE I

Prerequisites: Art Fundamentals

In introductory sculpture, students develop three-dimensional skills and concepts. Students are expected to engage with and learn techniques relating to woodshop, metal shop, and mold making/casting processes. This course will aid participants in establishing a sculptural practice. Students will develop concepts and investigate their projects' art-historical and cultural relevance. This course is not limited to specific materials and may require an investigation into new materials, techniques, and concepts.

SCULPTURE II-IV

Prerequisites: Sculpture I

In intermediate/advanced sculpture, students continue to develop skills and concepts introduced in prerequisite sculpture courses. Students are expected to have an intermediate-level of experience working with woodshop, metal shop, and mold making/casting processes. Intermediate/advanced sculpture will require participants to engage their practice with a heightened sense of investigation and initiative. Students are expected to have an intermediate-level of experience developing concepts with an understanding of their projects' art-historical and cultural relevance. This course is not material-specific and may require an investigation into new materials, techniques, and concepts.

SENIOR SEMINAR

Prerequisites: Restricted to enrolled Visual Arts Department seniors

Senior Seminar is required of all seniors at Idyllwild Arts. In this capstone course, students develop artistic professional practices, create and develop a portfolio of their work, and propose and execute work to be exhibited in their Senior Show. Students engage in practices of creating and editing their Senior Show proposal, creating the proposed piece(s), and writing and developing an artist statement. Based on their proposals, students are assigned Senior Show dates and groups. The second semester is devoted to the collaboration of show groups, and the execution, installation, critique, and defense of Senior Shows. At the completion of their Senior Show, students are required to present a defense of their work and a written reflection or piece. This course guides students to develop the tools and skills to go into the art world and/or academia. A Senior Show is required of all Visual Arts seniors.

YEARBOOK

Prerequisites: Digital Art & Design I

Students will use their training from Digital Art & Design I/Beginning Computer Graphics to design and build a professionally-printed and bound yearbook. Adobe InDesign will be introduced. They will train further in page layout, composition, and photography. In addition, they will understand all technical language and requirements needed to print the yearbook successfully. There will be a heavy emphasis on organization and deadline management.

Please note that portions of this document are subject to changes and/or additions deemed necessary; the Visual Arts Department reserves the right to adjust its curriculum and expectations as deemed appropriate. It is expected that every student will do their best to use good judgment and will conduct themselves with a positive attitude, be polite, and develop a strong sense of professionalism through their time at Idyllwild Arts Academy.