Studio Art II

- Ceramics
 Design

- Drawing
 Figure Drawing
 Printmaking

- 6. Painting7. Vocabulary & Glossary

| COURSE: Studio Art II | GRADE(S): 11 - 12 |
|-----------------------|-------------------|
| UNIT: Ceramics | |

- 1. Understanding and applying media, techniques, and processes
- 2. Using knowledge of structures and functions
- 3. Choosing and evaluating a range of subject matter, symbols, and ideas
- 4. Understanding the visual arts in relation to history and cultures
- 5. Reflecting upon and assessing the characteristics and merits of their work and the work of others
- 6. Making connections between visual arts and other disciplines

STATE STANDARDS:

- 9.1 Producing, Performing and Exhibiting the Arts and Humanities
- 9.2 Historical and Cultural Contexts
- 9.3 Critical Response to the Arts and Humanities
- 9.4 Aesthetic Responses to the Arts and Humanities

UNIT OBJECTIVES:

- (A) Explore ceramic techniques: balloon, cone, subtractive and additive method, experimental.
- (B) Understand the medium and manipulation of clay and the use of specific tools.
- (C) Identification of vocabulary
- (D) Discuss different cultures and their contributions to the ceramic world.

ACTIVITIES:

Students will:

- (A) Build a ceramic container that is functional, exhibits surface treatment, and reflects the influence of a culture
- (B) Sculpt a figure using the cone method that exhibits emotion, surface treatment, and movement
- (C) Construct ceramic pieces using experimental techniques
- (D) Expand their knowledge in the work of suggested cultures
 - Egyptian
 - Greek
 - Peruvian
 - African
 - American-Indian
- (E) Glaze ceramic pieces
- (F) Critique their own work

RESOURCES

 Cultural influences of potters from around the world: clayzee.com/History_and_Tradition

ASSESSMENTS:

- (A) Studio exercises
 - Criteria for studio project; originality, technical proficiency, craftsmanship.
 - Meets the requirements of the assignment
 - "Suitable and acceptable to audience in school"
- (B) Class participation

REMEDIATION:

- Research a culture of their choice and render drawings of pottery based upon the information
- Design pottery using the balloon method

- Sculpt 3 figures reflecting a specific culture
- Research and build a piece of pottery based upon a specific method of ceramics
- Visit a museum and construct a piece of pottery influenced by the visit

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UNIT OBJECTIVES:

- (A) Knowledge of elements and principles of design
- (B) Discuss artwork and artists that use 2-D design as a major part of their work
- (C) Explore various media
- (D) Identify vocabulary
- (E) Explore forms in nature

ACTIVITIES:

Students will:

- (A) Utilize design concepts in creation of a functional artwork; game board, package design, book jacket, product design
- (B) Design an artwork that exhibits rhythm, balance, repetition, and color/value
- (C) Discuss the work of suggested artists:
 - Piet Mondrian
 - Henri Matisse
 - Alexander Calder
 - Victor Vasarely
 - Jean Arp

RESOURCES:

(A) Shapes:

- Natural
- Geometric
- Optical
- Radial
- Imaginative
- (B) Forms:
 - Natural
 - Geometric
 - Optical
 - Radial
 - Imaginative

ASSESSMENTS:

- (A) Studio exercises
- (B) Studio project
- (C) Criteria for studio project
 - Originality
 - Technical proficiency
 - Craftsmanship
 - Meets the requirements of the assignment
 - "Suitable and acceptable to audience in school"
- (D) Class participation

REMEDIATION:

- Research the design of Persian rugs and create a motif based upon your information. (Other cultures may be used based upon student interests.)
- Research the designs found in Egyptian and or other cultures and explain where they are found in our modern world.

ENRICHMENT:

Devise a design based upon your life:

favorite colors

shapes

hobbies

events

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UNIT OBJECTIVES:

- (A) Exhibit understanding of:
 - One Point Perspective
 - Two point perspective
 - Light Sources
 - Chiaroscuro
 - Media Techniques including stippling, cross hatching, value scales, pressure lines
- (B) Utilize creative thinking
- (C) Identify vocabulary
- (D) Exhibit knowledge of the work of artists: ex. Edward Hopper, etc.

ACTIVITIES:

Students will:

- (A) Create structural drawings
- (B) Use one or two point perspective
- (C) Use light/dark values to create structural drawings
- (D) Know the work of suggested artists such as Edward Hopper
- (E) Critique their work.

ASSESSMENTS:

- (A) Note-book review
- (B) Studio exercise
- (C) Criteria for Studio Project:
 - Originality
 - Technical Proficiency
 - Craftsmanship
 - Meet the requirements of the assignment
 - "Suitable and acceptable to audience in school"
- (D) Written and oral tests
- (E) Class Participation

RESOURCES:

- Structures
- Industrial
- Interior
- Exterior
- Man-made
- Natural
- Fantasy

REMEDIATION:

- Draw boxes in one and two point perspective
- Use pictures of buildings to determine the following: location of horizon line; location of vanishing point; location of eye level; location of station point
- Identify and draw the perspective in a selected piece of artwork
- Draw the interior of a room and use various textures to furnish the area

- Draw elliptical objects in one and two point perspective
- Design a "street " of buildings.

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| Create a drawing of a building of historical significance in the area |
| Create a series of small details of architectural elements in the area |

COURSE: Studio Art II

UNIT: Figure Drawing

GRADE(S): 11 – 12

NATIONAL STANDARDS:

- 1. Understanding and applying media, techniques, and processes
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UNIT OBJECTIVES:

- (A) Review skeletal/muscular structure, proportion, physical characteristics, folds, and other aids in drawing the human figure
- (B) Compare different media manipulation and their corresponding techniques.
- (C) Identify vocabulary
- (D) Gain knowledge of the work of artists: Mary Cassette, Leonardo da Vinci, John Singer Sargent

ACTIVITIES:

Students will:

- (A) Draw a figure drawing from real life
- (B) Incorporate texture, value, color, proportion and emotion in the composition
- (C) Discuss the work of suggested artists: Mary Cassette, Leonardo da Vinci, John Singer Sargent
- (D) Critique their own work

ASSESSMENTS:

- (A) Studio exercises
- (B) Studio project
- (C) Criteria for studio project
 - Originality
 - Technical proficiency/Craftsmanship
 - Meets the requirements of the assignment
 - "Suitable and acceptable to audience in school"
- (D) Class participation

RESOURCES:

- Figure Drawing: models master drawings
- Contour drawing
- Gesture drawing
- Weight/modeled drawing

REMEDIATION:

- Draw the skeleton of a human figure
- Draw the muscles of the arms and legs
- Draw a series of hands and feet

- Draw a self-figure drawing that incorporates texture, value, color, proportion, and emotion into the composition
- Paint a figure drawing on a 3-D surface
- Using practice figure drawings, put together a new assembled figure in an environment

| COURSE: Studio Art II | GRADE(S): 11 - 12 |
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| UNIT: Printmaking | |

- 1. Understanding and applying media, techniques, and processes
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UNIT OBJECTIVES:

- (A) Demonstrate understanding of:
 - Linoleum/wood cut techniques materials:
 Battleship linoleum, soft woods pine, bass, wood, poplar
 - Tools: wood cut knife, linoleum gouges.
 sharpening stones, sharpening tools
 - Image on block: direct drawing, transfer method, gluing image on block
 - Cutting: under cuts, v cuts, repairing cuts
 - Printing: paper, water based inks, brayers, burnishing, registering
 - Matting: double mat, signatures
- (B) Utilize creative thinking
- (C) Apply media manipulation
- (D) Identify vocabulary
- (E) Gain knowledge of the work of Albrech Duer, Katsuttika Hokusai, Pablo Picasso

ACTIVITIES:

Students will:

- (A) Create a linoleum print/wood cut from nature, real life figures or portraits
- (B) Produce a series of five prints
- (C) Use the one or two color printing process
- (D) Use printing paper and experimental surfaces
- (E) Know the work of suggested artists: Albercht Duer, Katsuttika, Hokusal, Pablo Picasso
- (F) Students will analyze their own work

RESOURCES:

- Nature
- Figures
- Portraits

ASSESSMENTS:

- (A) Note-book review
- (B) Studio exercises
- (C) Studio project
- (D) Criteria for studio project
 - Originality
 - Technical proficiency
 - Craftsmanship
 - Meets the requirements of the assignment
 - "Suitable and acceptable to audience in school"
- (E) Written and oral tests
- (F) Class participation

REMEDIATION:

- Identify the tools used by print makers
- Create a cross-word/ puzzle/ word

| search/puzzle using the terminology of printmaking - Create drawing of printmaker's tools |
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| ENRICHMENT: Create a 3-color linoleum print Create a mono-print Create a relief print Using the process of linoleum printing, create a work of art on a 3-D surface Create a wall hanging using the process of linoleum printing |

| COURSE: Studio Art II | GRADE(S): 11 - 12 |
|-----------------------|-------------------|
| UNIT: Painting | |

- 1. Understanding and applying media, techniques, and processes
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UNIT OBJECTIVES:

- (A) Apply acrylic techniques
 - Palette knife
 - Transparent and opaque
 - Combinations of cross-hatching, stippling, drybrush, vertical and horizontal strokes, scumbling, and glazing, wet on wet
- (B) Experiment with media
- (C) Apply water color techniques
 - Wet
 - Dry
 - Sponge
 - Wash and ink
 - Experimental
- (D) Utilize creative thinking
- (E) Apply media manipulation
- (F) Identify vocabulary
- (G) Gain knowledge of the work of artists: Marc Chagall, Salvador Dali, Winslow Homer, William Turner

ACTIVITIES:

Students will:

- (A) Create paintings based upon the elements and principles of art
- (B) Create paintings that exhibit moods, emotions, and atmospheric conditions
- (C) Create paintings based upon literature or original writings
- (D) Know the work of suggested artists: Marc Chagall, Salvador Dali, Winslow Homer, William Turner, Vincent VanGogh
- (E) Critique their work.

ASSESSMENTS:

- (A) Note-book
- (B) Studio exercises
- (C) Studio project
- (D) Criteria for studio project:
 - Originality
 - Technical proficiency
 - Craftsmanship
 - Meets the requirements of the assignment
 - "Suitable and acceptable to audience in school"
- (E) Written and oral tests
- (F) Class participation

RESOURCES:

Nature in art

 Landscape

 Still life
 Imaginative art

REMEDIATION:

- Create painting exercises of techniques based upon their individual needs
- Select an artist and research their painting techniques.
- Compare and contrast various painting techniques by making examples.

- Create a series of paintings based upon a selected theme.
- Create a mural for the school.
- Visit an art show in our area and present a written/visual summary of the visit
- Identify the element of principles of art in Edward Hopper's painting "Lighthouse Hill". Explain your analysis in written/oral form.

STUDIO ART II

VOCABULARY

Artist's Proof

Baren

Bevel

Bleeding

Blockout

Body

Brayer

Cancellation Proof

Charge

Chiaroscuro

Chiaroscuro Wood cut

Chop

Collector's Mark

Color Separation

Composite Print

Crible

Cross-Hatching

Cut Block Print

Edition

Hickey

Impression Number

Ink

Key Block

Kiss Impression

Length

Linoleum Print

Plank Side

Presentation Proofs

Print

Printer's Proofs

Rag Paper

Register Marks

Registration

Relief

Scorper

Shortness

Tack

Trial Proof

Whetstone

Wood Cut

Wood Engraving

STUDIO ART II

GLOSSARY

Artist's Proof Small number of prints set aside from the edition for use

by the artist.

Baren A tool used for applying pressure in the printing of wood

cuts; a round disc with a handle.

Bevel Angled edges

Bleeding Extra ink that seeps around a printed image; excessive ink
Blockout Material applied to a linoleum print or wood to prevent

areas from taking ink.

Body The density of ink.

Brayer A rubber roller used for applying ink to a block.

Cancellation Proof Print taken from a block after the image has been effaced.

Charge To cover with ink.

Chiaroscuro Extreme gradations from dark to light

Chiaroscuro Woodcut 16th Century woodcut that used two or more blocks to

create different tones.

Chop Identifying mark placed by the printer on a print.

Collector's Mark Identifying mark placed in the margin of the print by the

owner.

Color Separation Each color is placed upon a block.

Composition Print Print made from a group of blocks using various

techniques.

Crible Shaped punches are hammered into the surface to

create value.

Cross-Hatching Tic-Tac-Toe lines, vertical and horizontal lines.

Cut Block Print A block is cut into several blocks, inked, and put back

together.

Edition A set of prints from the same block that are numbered

and signed.

Hickey A spot of ink on a print with a white circle around that is

not part of the design.

Impression Number The number of the print in the edition, usually written as

a fraction.

Ink

Substance made of "pigment, a binder, and a vehicle".

Key Block A block that has the whole image; used to place other

blocks.

Kiss Impression A light impression.

Length Ink that is "elastic and rubbery".

Linoleum Print A relief print that is cut from a piece of linoleum.

Plank Side The face of the wood block on which the design is cut.

Presentation Proofs Prints not in the edition.

Print Paper is placed on an inked surface and pressure is

applied to capture the image.

Printer's Proof Prints not in the edition that are given to the printer.

Rag Paper Paper made from 100% rags.

Register Marks Marks in the form of a small plus or triangle placed on

the block to aid in registration.

Registration Alignment of blocks to provide for correct placement

of color.

Scorper Tool used for wood engraving for large areas.

Shortness Ink that is "buttery and stiff".

Tack "Stickiness of ink".

Trial Proof Proof taken from the block to check for appearance.

Whetstone Sharpening stone.

Wood Engraving "Relief print made on the end grain of a block of wood".
Wood Cut "Relief print made on the plank side of a block of wood".

Reference:

History and Process Printmaking

Donald Saff/Deli Sacilotto. Holt, Rinehart and Winston: New York. 1978