

**Department:** Visual Art

**Course Name:** Studio II- Drawing Ideas and Practices

**Course Description:**

This semester-long course is designed for highly motivated students who have acquired varied experiences and technical skills in studio production. Students will continue to develop personal solutions to artistic challenges by applying their knowledge of the elements and principles of design. Throughout the course students will refine drawing skills through exploration in a variety of wet and dry media. Students will develop a body of work that reflects a heightened understanding of design concepts as well as technical competence. Although studio production is an important component of this course, students will also learn how to think critically and analyze work to develop a heightened understanding of aesthetics through writing, research and art criticism. Prerequisite: Studio I

**Content:**

Drawing in a range of materials  
Mark-making  
Shading and value development  
Linear and atmospheric perspective  
Color theory  
Visual narrative  
Artistic integrity  
Art criticism  
Master and contemporary artists  
Content specific vocabulary  
Matting and presentation

**Skills:**

Increase technical handling of various wet and dry media  
Draw from life  
Draw using a grid  
Understand and practice artistic integrity throughout all of the work produced in this course  
Apply basic techniques to more complex experimental processes with confidence  
Create successful compositions using the elements and principles of art  
Recognize strengths and weaknesses in their work as well as the work of their peers through the process of critique and written evaluation  
Prepare and submit work for displays, exhibits and juried shows  
Creation of a body of work that reflects the synthesis of conceptual ideas, technical skill and the creative process

**Text and Materials:**

Equipment, tools and materials appropriate to course  
Information is gathered online as well as from videos and reference books  
**This course will have a supply list and a \$60 fee to cover consumable project materials and matting supplies**

**Methods of Instruction:**

Guided dialogue accompanied by visual media  
Guided practice and individual instruction

Guided interactive instruction using digital applications like Padlet, Nearpod and Flipgrid  
Demonstration of projects broken down into sequential steps  
Collaborative class critique  
Museum and gallery experiences both virtually and potentially in person

**Methods of Evaluation:**

Grading contracts that include investment, accountability, and participation  
Resolution of assignments that reflect both strong technical aspects and divergent, creative decision  
Individual critique and portfolio review  
Timely completion of major class assignments according to clearly stated objectives  
Documented independent time spent on projects from development through completion  
Ongoing independent weekly sketchbook work  
Collaborative class critique  
Appropriate use of class time and supplies

