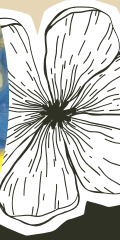
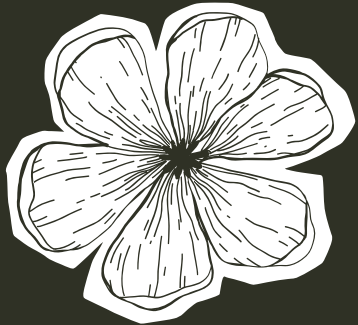


Welcome to Visual Arts

With Mr. Fairchild





THE REASON WE CREATE

- Learning New Skills
- Problem Solving
- Trial and Error
- Brainstorming
- Experimenting



WHAT TO EXPECT IN ART CLASS



RUBRIC/GRADING

25% TECHNICAL
SKILL

25% RISK-TAKING

25% CRAFTSMAN
-SHIP

25% EXECUTION

Sketchbook expectations

Each sketchbook will contain information that helps us understand HOW and WHY we create art. Each sketchbook must be complete before starting projects.

These sketchbooks are graded as ART PIECES. NOT notes.

Prepare before class

review notes from last class
look through class materials for ideas of this class
May take 5-10 mins, but makes a huge difference.

When in class, write it down

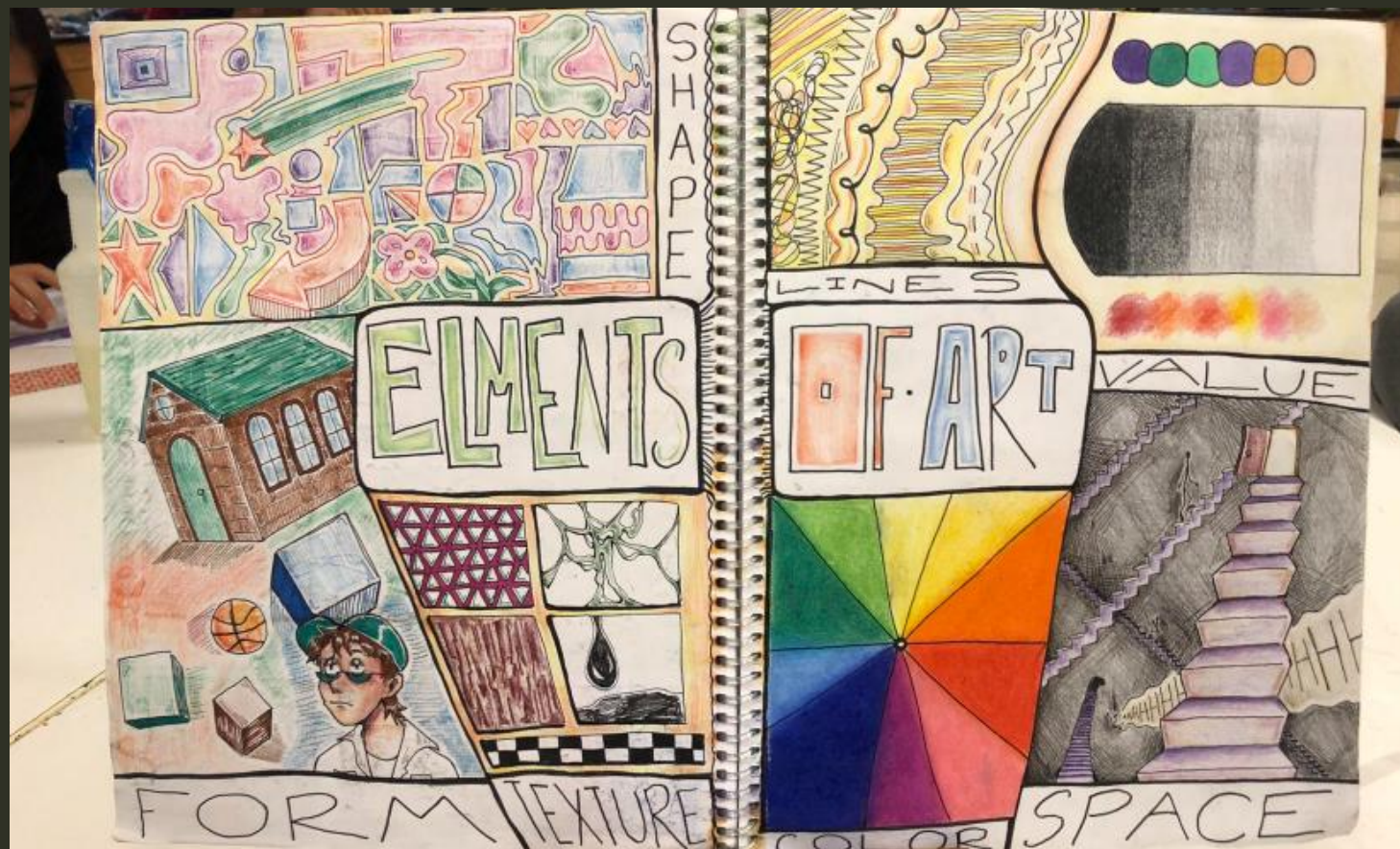
Don't write everything, though! (Main idea, Main point)
Don't spend too long deciding if you should write it down

Thin notes

Don't write everything! Use your own words
Use abbreviations - create a key of specific-for-lecture abbreviations. Eg: A lecture about King Henry VIII requires you to repeat his name several times instead of writing it out every time, so note: King Henry VIII = H that would be used with King H abbreviate it as: King H

Know your prof

Use the note-taking method that will best help you with this particular prof's lectures. A more organized prof works well with the Cornell style. Use the note-taking method for visual learners for a prof that jumps around and returns to previous points.
Show the prof your notes after the first lecture and ask if you are hitting main points.



LINE

CHARACTERISTICS

- GRADE
- EDGES
- DOTTED
- DASHED

- ZIG-ZAG
- IMPULS
- MEANS
- BOLD

LINE TYPE
LINE WIDTH
LINE QUALITY



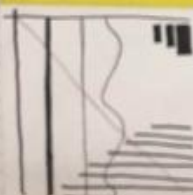
USED FOR

- EXPRESSING ONE'S INDIVIDUAL STYLE → MOOD, EMOTION
- DEFINING/EMPHASIZING SHAPES

TYPES

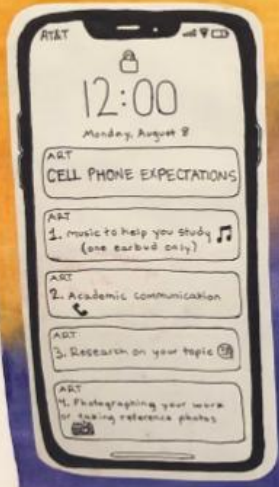
- HORIZONTAL
- VERTICAL
- DIAGONAL
- STRAIGHT
- CURVED

- FREEFORM
- THICK
- THIN
- LIGHT
- DARK



EXPECTATIONS OF STUDIO TIME 2)

- 1) Sketchbooks must be completed BEFORE a portfolio project can be started.
- 2) Make use of ALL your time in studio (no loitering early because you can always improve your work in the afternoon version).



■ All other users need approval by your teacher! (ASK)

STUDIO EXPECTATIONS



VOCAB:

- 1) **RISK-TAKING:** trying skills and ideas that you might not feel comfortable doing because you fear failing it.
- 2) **PROCESS:** All the things you do in order to create - think, plan, experiment, problem solve, etc.
- 3) **PRODUCT:** The final completed piece of art.
- 4) **EXECUTION:** How you carried out your plan (you can have a cool idea, but can you make it look good?)

STUDIO NOTES:

- 1) Studio work is for **LEARNING** how to:
 - be confident, problem solve, experiment, overcome fear of failure, train your hand, brainstorm and plan.
- 2) Studio is about:
 - trying new things, taking ideas to higher levels.
- 3) Studio work is about your **SKETCHBOOK**.
- 4) Studio work is about **PROCESS** not **PRODUCT** (there are no expectations of perfection).





Vocab...

- 1.) **Risk-Taking:** Trying something new/unfamiliar.
- 2.) **Medium:** The type of art we use, such as painting, drawing, sculpting, etc.
- 3.) **Process:** The thinking, planning, and doing an artwork.
- 4.) **Product:** The result of the process.
- 5.) **Execution:** The way in which something is done.

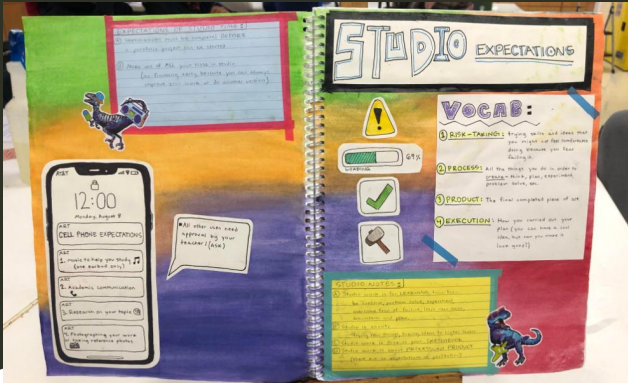
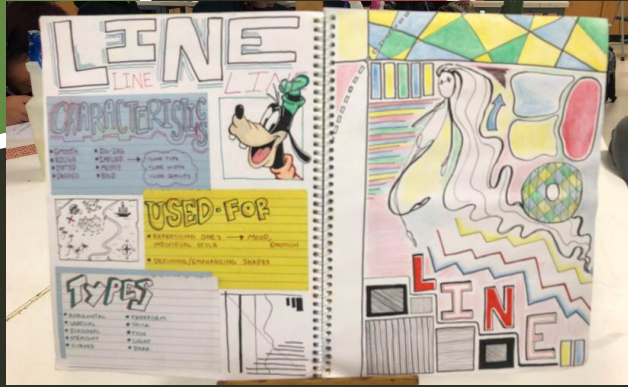




CLASSROOM EXPECTATIONS

- Use ALL of your time
- Respect one another
- Respect the room

SKETCHBOOK 1: STUDIO EXPECTATIONS



VOCAB

- 1.) **Risk-Taking:** Trying something new/unfamiliar.
- 2.) **Medium:** The type of art we use, such as painting, drawing, sculpting, etc.
- 3.) **Process:** The thinking, planning, and doing an artwork.
- 4.) **Product:** The result of the process.
- 5.) **Execution:** The way in which something is done.

CLASSROOM EXPECTATIONS

- 1.) Use ALL OF your class time.
- 2.) Respect the room and supplies.
- 3.) Respect one another.

