

VISUAL ART- AP 2-D DESIGN PORTFOLIO

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Office Hours: Monday, Tuesday, Thursday, and Friday from 12:24-12:54

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Course Description: AP 2-D Design Portfolio

Prerequisites/Corequisites: Art Teacher Recommendation

Online AP Art and Design access: collegeboard.org/artanddesign-ced.

Objectives: The AP Art and Design course framework presents an inquiry-based approach to learning about and making art and design. Students are expected to conduct an in-depth, sustained investigation of materials, processes, and ideas. The framework focuses on concepts and skills emphasized within college art and design foundations courses with the same intent: to help students become inquisitive, thoughtful artists and designers able to articulate information about their work. AP Art and Design students develop and apply skills of inquiry and investigation, practice, experimentation, revision, communication, and reflection. Students' diverse needs and interests dictate the course of study within a framework of knowledge and skills to align with college expectations.

Portfolio: The College Board states: "This portfolio is designated for work that focuses on the use of two-dimensional (2-D) elements and principles of art and design. Consider how materials, processes, and ideas can be used to make work that exists on a flat surface. Graphic design, digital imaging, photography, collage, fabric design, weaving, fashion design, illustration, painting, and printmaking are among the possibilities for submission."

Required Texts and Resources: *Discovering Drawing* by Ted Rose and Sallye Mahan-Cox; *The Visual Experience* by Jack Hobbs, Richard A. Salome, and Ken Vieth (We have class sets of these books. Students will not use them outside of class.)

Art Studio Fee: \$10.00 (Due on the 4th Friday after the beginning of the school year: 9/6/19)
Students with an unpaid studio fee will have an obligation to pay before attending other school events.

Attendance Policy: Please see the VCS Student Code of Conduct

Communication: All instructions for class projects will be posted in the classroom. You are always welcome to take a photo with your phone to save for personal reference. I also utilize the messaging app Remind. Enter 81010 into your smartphone and text @prhsart1 *or* email prhsart1@mail.remind.com to receive updates about assignments, due dates, or just stay connected to Mrs. Richter's art classes. You can ask me a question or show me your artwork to get feedback through the app, also.

Electronic Device Policy: Cell phones, laptops, and other electronic devices are utilized for research and visual references for art, *with teacher permission*. Students may listen to music using earbuds or headphones, *with teacher permission*. When in doubt, just ask. Repeated use of electronic devices for non-art purposes will result in a student conference, phone call home, or loss of privilege. A discipline referral will only be utilized when every other option has been exhausted.

Food & Drink Policy: No food is permitted in class. Drinks are not permitted on work surfaces. You may place water bottles on the floor next to your backpack or cups with lids may be placed on the counter near the front of the room. You are welcome to get a sip whenever you need it, but a spilled drink at an art table could potentially ruin multiple weeks of work. (If you missed breakfast or lunch and have a small snack with you, please speak to me privately.) If these procedures are not followed, it will result in a student conference, phone call home, or loss of privilege. A discipline referral will only be utilized when every other option has been exhausted.

Accommodations: Every accommodation will be made pertaining to legally mandated guidelines set forth in IEPs, 504s, ELL, and IDEA. Accommodations are made for any student needing it, even if there is not a legally binding contract. I strive to help students find ways to be successful in art class by catering to individual needs. Please do not hesitate to let me know your favored learning style.

Course Requirements:

Class Participation- Daily student work and participation (This is the only portion of your grade that you can not make up. If you are absent, your participation is excused. If you are present, you are expected to be working on art.)

Formative Assignments - Sketches, research, rough draft artist statements, written descriptions and other steps building toward the larger-scale projects are considered formative assignments.

Summative Projects/Selected Works* – Large scale projects, culmination of formative assignments and the skills or techniques learned through formative assignments.

Passion Projects/Sustained Investigation* – One day per week students pursue a student-chosen theme through small-scale projects. The theme is maintained for the length of the school year.

Final Exam/Portfolio*– Students will submit 5 selected works (summative projects) and 15 Passion Projects (sustained investigations) as a Portfolio in lieu of a final exam. No new work is required for the final portfolio because all 20 works included are selected from work completed throughout the year. **ALL AP PORTFOLIO WORK WILL BE SUBMITTED TO THE COLLEGE BOARD.**

All summative projects, passion projects, and final portfolio artwork will be accompanied by a written statement.

Written Statements – Written statements will include: *explanation of the idea behind the artwork, materials used, and processes used*. Rough draft written statements will be integrated into the formative assignments so that students can view teacher feedback before final submissions. Written statements will be a part of the overall project grade, not a separate grade.

Academic Policies and Procedures: Assignments should be turned in during class on the designated due date. If you are absent on the day it is due, it will still be graded since we usually leave all projects in class. If you are not satisfied with your grade, whether you were absent or not, you may always work to improve it during office hours and resubmit. There is not a limit for how many times you may resubmit work, as long as you are following through on trying to implement teacher recommended improvements. Resubmissions and working during office hours should happen directly after an assignment has been graded. This system is not intended to be utilized at the conclusion of a grading period.

General VCS Art grading rubrics are included in online curriculum maps and provide students and parents with a broad look at assessment in the Visual Arts classroom. Students will be assessed with these general rubrics and/or project-specific rubrics, also.

Copyright and Trademark infringement are the art version of plagiarism. All artwork turned in for grading must be original and completed by the student. Multiple online systems allow for image searches to discern if a work of art has been copied. Characters, games, logos, and brands created by a professional designer are not acceptable for graded art projects and will result in a grade of "0." I reserve the right to refuse a work of art completed at home, if it is inconsistent with the quality or style of artwork the student is known for in class.

Course Skills:

Course Skill 1: Inquiry and Investigation (Investigate materials, processes, and ideas.)

Objectives for Course Skill 1: A) Document experiences to generate possibilities for making art and design; B) document examples of how inquiry guides sustained investigation through art and design; C) Document investigation of viewers' interpretations of art and design; D) Document how works of art and design relate to art and design traditions; E) Document evaluation of art and design; F) Document selection of materials, processes, and ideas to investigate.

Course Skill 2: Making Through Practice, Experimentation and Revision (Make works of art and design by practicing, experimenting, and revising.)

Objectives for Course Skill 2: A) Formulate questions that guide a sustained investigation through art and design; B) Conduct a sustained investigation through art and design that demonstrates practice, experimentation, and revision guided by questions; C) Make works of art and design that demonstrates synthesis of materials, processes, and ideas; D) Make works of art and design that demonstrate 2-D, 3-D, or Drawing skills.

Course Skill 3: Communication and Reflection (Communicate ideas about art and design.)

Objectives for Course Skill 3: A) Identify in writing, materials, processes, and ideas used to make works of art and design; B) Describe how works of art and design demonstrate synthesis of materials, processes, and ideas; C) Describe how works of art and design demonstrate 2-D, 3-D, and Drawing skills; D) Identify in writing, questions that guided a sustained investigation through art and design; E) Describe in writing, how a sustained investigation through art and design shows evidence of practice, experimentation, and revision guided by questions; F) document presentation of works of art and design for viewer interpretation.

Assignments for AP 2-D Studio Portfolio & AP Drawing Portfolio:

(Students work individually and the following projects are some suggested assignments. There are many more possible projects, but this is a selection of some student favorites.)

- Cut-paper self-portraits, interiors, landscapes
- Distorted interiors
- Gridded and distorted self-portraits
- Illustrations of imaginary places
- Visual Puns
- Futurist-inspired drawing of an engine or the inside of a mechanical object
- Piece that combines photocopied body parts (face, hands, feet) with anatomical drawings
- Pop-inspired pieces working with personal symbols or words
- Acrylic painting using analogous or complementary color scheme
- Piece inspired by the fortune from a fortune cookie
- Metaphorical or symbolic self-portrait
- Social commentary
- Diptych or triptych
- Composition that involves the use of inset imagery
- Composition on shaped surfaces
- Composition that combines illusionary space with flat space
- Composition that denies the boundaries of surface edges
- A series of works done with encaustic, printmaking or a variety of materials
- Digital drawing
- Photography

-Textiles and fibers

-Handmade books

Image Development Ideas:

-Abstraction- to depict an idea or essence of an image by reducing it to essential elements

-Animation- to serialize images in various stages of action to depict movement and progression

-Distortion- to bend, twist, stretch, or compress an image

-Elaboration- to embellish, add pattern, detail, and adornment to an image

-Fragmentation- to split, fragment, insert, invert, rotate, shatter, superimpose, and/or divide an image and then reconstruct it to create a new synthesis of parts

-Juxtaposition- to combine unlikely images or exchange, overlap, or superimpose parts to create unusual relationships and a new synthesis

-Magnification- to take a small, but critical, portion of an image and enlarge it

-Metamorphosis- to depict images or forms in progressive stages of growth or change

-Multiplication- to multiply parts to produce repetition, rhythm, or a sequence

-Reversals- to reverse the laws of nature (e.g., time of day, seasons, gravity, size, age, function) or reverse space as in negative/positive

-Simplification- to record only the most important parts of an image, omitting extraneous repetitive details

-Viewpoint- to depict an image from unusual points of view; a foreshortened viewpoint can be exaggerated