

2D Fundamentals Syllabus

Contact information:

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Prerequisite to 2D Fundamentals is the Introduction to Art course. Problem solving through visual thinking and visual interpretation is the main concentration of this course. Drawing fundamentals, including line, value, and space are explored. Students will investigate the concepts of landscapes, still-life's, portraits, and much more. Exploration of art history and contemporary developments in painting techniques, processes and concepts. Projects will focus on developing individual drawing and painting skills. Students will use shading tools, watercolor, charcoal, oil pastels, acrylics, ect.

Week by Week Project guide for 2D Fundamentals:

Week 1: Introduction to Drawing class & exquisite corpse activity

Week 2: Shading Unit

Week 3: “

Week 4: Tempra Painting Unit

Week 5: “

Week 6: Contemporary Charcoal Unit

Week 7: “

Week 8: Watercolor Unit

Week 9: “

Week 10: Oil Pastel or Livestock Marker lesson

Week 11: Famous Artist Stools

Week 12: “

Week 13: Calligraphy lesson

Week 14: Portraits

Week 15:

Week 16: Personal Projects

Week 17: “

Week 18: Japanese Ink Styles

Grading scale:

A	100-92
B	93-83
C	82-72
D	71-63
F	62-0

Sketchbook:

25% of your final grade

Art Critics & Tests:

25% of your final grade

Projects:

50% of your final grade

Basic Expectations:

1. Effort on projects
 - meets requirements
 - turned in on time
2. Class work time
 - using class time wisely
 - learning and using tools/supplies correctly
3. Maintain a classroom Sketchbook
4. Conduct yourself in a productive, responsible, and respectful manner

A Parent will be contacted by email or phone for not meeting basic expectations.

Teacher holds the rights to change projects if necessary during the Course
(New 2016)