



# The Fine Arts Academy - Visual Art

## Overview

The Visual Art Program at the Fine Arts Academy currently focuses on the development of students' technical skills and critical thinking in a variety of media. The visual art aspect of the larger integrated curriculum emphasizes the application of art elements and principles of design in art production, the study of art history and diverse cultural heritages, and the development of visual discrimination and judgment through art criticism and aesthetics.

Through our partnership with the National Academy Foundation, students learn real-life lessons in the arts that are consistently connected to the curriculum inside their classrooms. This program requires that students build a strong academic foundation in the arts which prepares them for post-secondary studies in any area of art and other disciplines as well. The Academy of Fine Arts is committed to having students graduate ready for college and professional success beyond high school.

## Corporate Partnership and Support

Through the Visual Art Program at the Fine Arts Academy, leaders in the art world partner with Luther North College Prep by securing workplace learning opportunities, volunteering in classrooms, acting as mentors, and serving on the advisory board. National partnership with the National Academy Foundation positions many of these local companies to engage their employees in the Academy, assisting students to ready them for college and careers and providing their companies with an important workforce investment for the future.

## Paid Internships

In the summer of their junior year, Fine Arts Academy students have the opportunity to have a real world, applied learning experience. These students not only see how their classroom lessons relate to the workplace, they also develop important professional relationships that can be of lasting value in the years to come.

## Curriculum

Courses are project based and student focused, using a variety of instructional methods to engage students as much as possible with the subject matter at hand. After an introduction to a new technique, students are actively learning by replicating that technique themselves.

These courses were developed in conjunction with the common core curriculum subject matter experts, classroom teachers, and instructional design specialists.

The Visual Art Program courses include:

- \* Introduction to Fine Arts (freshman)
  - \* Two Dimensional Art (freshman)
  - \* Drawing (freshman)
  - \* Artistic Styles (freshman)
  - \* Acrylic Painting+ (sophomore-senior)
  - \* Printmaking+ (sophomore-senior)
  - \* Three Dimensional Art+ (sophomore-senior)
  - \* Fibers+ (sophomore-senior)
  - \* Digital Photography and Photoshop+ (junior-senior)
  - \* Cultures & Their Arts+ (sophomore-senior)
  - \* Drawing 2+ (sophomore-senior)
  - \* Advanced Placement Art (by permission of the teacher)
  - \* Clothing & Costume Design (sophomore-senior)
  - \* The Art of Crafts (sophomore-senior)
  - \* Needle Felting (sophomore-senior)
  - \* Stained Glass (sophomore-senior)
  - \* Stained Glass Mosaics (sophomore-senior)
  - \* Introduction to Digital Arts (junior-senior)
  - \* Chicago Architecture (sophomore-senior)
- +required courses



# The Fine Arts Academy - Visual Art

## Freshman Courses

A freshman schedule will include the following four academy courses:

### Introduction to the Fine Arts

This course involves the student in the study of the areas of Fine Arts. Students will experience how different art forms interact with one another while still maintaining their individuality.

### Artistic Styles

This course is an exploration of artistic styles throughout the ages. Students will be able to define the style, place artists into the correct style and produce artwork reflecting the style studied. Some of the art styles to be studied are: Egyptian Art, Pointillism, Fauvism, Photo-Realism, Prehistoric, Installations, Color Field, and Impressionism.

### Two Dimensional Art

This is an introductory experience in the fundamentals of color, design, and drawing which will enable a student to explore major areas in art and function in advanced art courses. Application of the elements (line, shape, color, texture, and value) and exploration of the potentials of visual art media are included. The course requires an additional fee of \$25 to cover the cost of supplies.

### Drawing

This course offers advanced experiences in contour, gesture, values of black and white, design, and composition. These concepts will be applied with selected media such as charcoal, pastel, color pencil, scratch board, pencil, and ink. The course requires an additional fee of \$25 to cover the cost of materials.

## Freshman Schedule

A Visual Art student will take the following courses freshman year:

Computer Apps 1 (0.5 credits)  
English I (1 credit)  
Spanish I (1 credit)  
Algebra I (1 credit)  
PE (0.5 credits)  
Biology (1 credit)  
Geography (0.5 credits)  
Religion (0.5 credits)  
Introduction to Fine Art (0.5 credits)  
Artistic Styles (0.5 credits)  
Two Dimensional Art (0.5 credits)  
Drawing (0.5 credits)  
Winterim (0.5 credits)

## Post-Secondary Majors

Students who choose the Visual Art Program will be prepared to continue their post-secondary studies in the following majors:

- \* Advertising
- \* Animation & Visual Effects
- \* Architecture
- \* Education
- \* Entertainment Design
- \* Fashion Design
- \* Fine Art Studio
- \* Graphic Design
- \* Illustration
- \* Industrial Design
- \* Interior Design
- \* Photography
- \* Set Design

## Careers

From these majors, there is a wide variety of career opportunities, such as:

- \* Accessory Designer
- \* Air Brush Artist
- \* Art Critic
- \* Art Restorer
- \* Art Therapist
- \* Book Illustrator
- \* Campaign Designer
- \* Comic Illustrator, pecciler inker, colorist)
- \* Commercial Artist
- \* Costume Designer
- \* Furniture Designer
- \* Glass Blower
- \* Jewelry Designer
- \* Modeler (clay, prop, auto)
- \* Muralist
- \* Parade Float Designer
- \* Photographer
- \* Print and Package Design
- \* Stitchery Artist
- \* Story Artist for Film and Games
- \* Tattoo Artist
- \* Textile Designer
- \* Toy Designer
- \* Vendor of Art Material
- \* Weaver
- \* Website Designer
- \* Window Display Designer