

PRECOLLEGE 2022 CORE CLASSES

ALL students are automatically enrolled in the following four courses in art and design fundamentals. Monday mornings each week will present a unique one-day workshop, followed Tuesday through Friday by core classes, 8:30-11:30 AM ET over the course of the week for 12 hours.

2D Design

12 contact-hour course

This class introduces and uses the Adobe Photoshop program. We will develop an understanding of the program and create images that explore the various capabilities of Photoshop. We will look at basic design ideas, image manipulation, text usage and the combination of all these elements. The emphasis of this course is “understanding” and “using design.”

With design we create visual patterns that become a visual experience. The choices we make when we design are most often motivated by our intention to communicate. The communication can be literal and recognizable or abstract and more interpretive. We design in order to communicate and make clear an idea visually.

The main elements often distinguished in art and design are form and content. Form refers to the visual elements used in a design. Content refers to the idea, story or message behind the visual elements.

Course Goals:

- Gaining a greater understanding of the creative process
- Time management
- Adapting design principles and elements to a design project
- Gaining a greater ability to communicate ideas visually and verbally
- The process of editing ideas, images and content for a project
- Critiquing skills
- Public speaking
- An awareness of font varieties and appropriate applications

3D Design

12 contact-hour course

This class introduces students to the elements and principles of 3D Design. Over the course of 4 classes, students will learn to use the digital sculpting tool ZBrush, becoming familiar with the processes and techniques to create 3D models and forms on a computer. In this class students will create an embellished human skull and animal creature using ZSpheres. Students learn terminology of 3/D space, line, plane, edge, mass, space and movement.

Course Goals:

- Understand the basic elements and principles of 3D Design
- Apply the general workflows, techniques and production processes of creating 3D models in ZBrush.
- Become familiar with vocabulary related to digital sculpting and the creation of 3D art on a computer.
- Develop their design and aesthetic sensibilities in visual communication of 3D

Drawing (On-Campus all students are enrolled in Figure Drawing. See below.)

12 contact-hour course

Knowledge of form is essential to artists. Students in this course explore proportion and measurement, volume and space, basic format and composition. Using knowledge of balance and movement and an understanding of the relationship of the form to its environment, students combine gesture and thumbnails, expressive mark-making, atmospheric perspective, dramatic value and line while drawing in both classic and contemporary media

Course Goals:

Upon completion of this course, students will be able to:

Demonstrate their ability to sight, measure, and record believable form in believable space onto two- dimensional surfaces with conceptual and practical applications. They will be able to demonstrate their compositional skills with an appreciation for diverse drawing media, supports and techniques. They will be able to demonstrate their knowledge of form in drawing with an understanding of perspective, proportion and composition.

Demonstrate responsibility for independent learning and perseverance towards goal attainment. Show an ability to discern artistic merit of diverse forms of art/design in their contexts. Be able to defend critical interpretations concerning the significance of artistic expression.

4D: Art in Motion

12 contact-hour course

This course will introduce students to the basics of working with time based media and designing in “4D space”. Students will explore timing, spacing, rhythm, and sequential design using both traditional and digital media.

Course Goals:

- Learn the basics of using time based media
- Learn some of the principles of “4D design”
- Begin to explore how to communicate in “4D space”
- Upon completion of this course, students will be able to:
- Use traditional and digital media to create simple animations and video pieces.
- Apply some basic design principles to time based work.
- Use a new vocabulary to discuss time based media.
- List Student Learning Outcomes:
- Awareness of basic animation and 4D design principles
- Awareness of time based technologies including the Mac OS, Adobe’s Photoshop & Premiere software, Photography and Videography.
- Awareness of project planning & management issues particular to time based media work.

Figure Drawing (On-Campus only)

12 contact-hour course

Knowledge of the human form is essential to artists. Students in this course explore proportion and measurement, volume and space, basic anatomy and format and composition. Using knowledge of balance and movement, and an understanding of the relationship of the figure to its environment, students combine gesture and thumbnails, expressive mark making, atmospheric perspective, dramatic value and line while drawing the figure in both classic and contemporary media.

Course Goals:

As the course progresses, it is intended that students will begin to develop processes of seeing, recording and organizing visual information in an increasingly mature and skillful way, to observe and translate to the drawing with some awareness of line quality, and the way light falls on a form, awareness of value and how to apply it.