HIGH SCHOOL ART COURSES THAT YOU CAN AND SHOULD TAKE

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ADOBE PHOTOSHOP

Full year - 1credit

- You will learn how to use Adobe Photoshop CS5
- You will do everything from making music videos to making flyers
- You learn about copyright laws and get to work with nonprofit clients
- Required to have a sketchbook, something to take photos with, and a pencil
- Respect the materials, other students and their work

REMOVING UNWANTED OBJECT







Repairing old photo



GHOST





COLORING AND REALITY WARP







ADOBE ILLUSTRATOR

Half Year Course - ½ credit

- Students will learn how to use the Adobe Illustrator software
- Students will strengthen their drawing skills and creative thought process through this course on the Apple Macs
- This course is essential for any technological art careers (graphic design etc.)
- Projects range from Invisible Geometry to Video Game Characters
- Sketchbooks and a writing utensil are required

VIDEO GAME CHARACTERS





INSECT

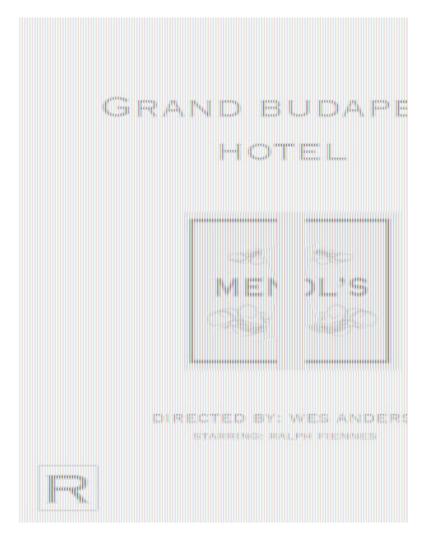


TYPOGRAPHY SELF-PORTRAIT



MOVIE POSTER





CERAMICS

- Half a semester course only ½ a credit
- Students will develop their mechanical skills by a full "hands on" approach to art. So this may appeal to you if you work and learn better with hands on experiences rather than lectures.
- You get to be as creative as you want in this class by showing your craftsmanship
- You will learn various traditional techniques like the pinch pot method.
- Projects, worksheets, notes, essays
- You are required to have a sketchbook and pencil for this class









Cookie Jar



TEA POTS SET





AFRICAN MASK



EGYPTIAN BEADS



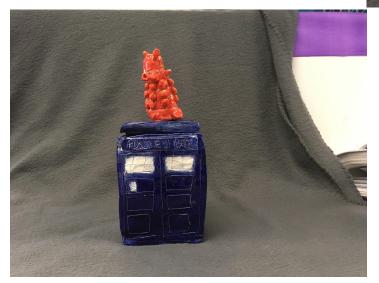




PITCHER







Box project



DRAWING AND PAINTING



- Full year course
- Increase drawing and painting skills
- Numerous mediums
- Study famous painters and draw/paint projects based on their work
- Sketchbook needed









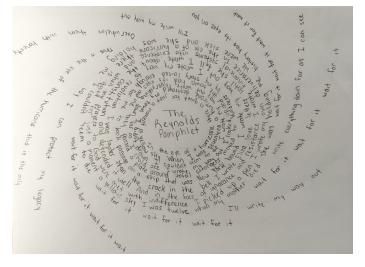


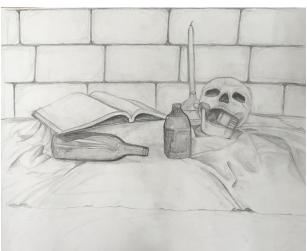
PORTFOLIO

- Half year course
- Build your portfolio for college
- Sketchbook is required
- Numerous mediums











AFTER EFFECTS

Half Year Course - ½ credit

- Students will be making basic 2D animations while using Adobe After Effects
- Projects will range from Character Animation to Graphic Commercials
- Students will design motion graphics and visual effects for multiple platforms
- All students are required to have a sketchbook and pencil at all times
- A class in Adobe Illustrator must be taken before this course