



Visual Arts Department Course Catalog 2022-'23

ACADEMY



A description of the Visual Arts Department course offerings and Art Certificate requirements

This handbook serves as an overview of courses, standards and guidelines set by Idyllwild Arts Academy's Visual Arts Department. Course offerings subject to enrollment and availability.

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DEPARTMENT PHILOSOPHY

The Visual Arts department at Idyllwild Arts offers a wide range of courses that promote an experiential approach that develops a sensitivity and familiarity with materials and methods. Students are given both the formal and conceptual training to expand their visual literacy. All students are required to become involved with a critical and analytical investigation into the meanings and ideas that are integral to the practice of contemporary artmaking. Our Visual Arts program supports this process by cultivating the relationship between art and life. The studio acts as a place where the confluence of ideas and methods is provided to help each student develop their own personal vision. All courses supplement studio practice with historical, cultural and philosophical antecedents from various periods to provide a background for the different approaches. Personal attention from a professional faculty of teaching artists guide students to gain greater confidence in their work and ideas.

The overall approach of the department is intended to get students to think critically and creatively beyond the walls of the studio. Ultimately this promotes student portfolio development that is commensurate with the requirements of undergraduate studio art programs.

VISUAL ARTS CURRICULUM

The Visual Arts Department offers a wide range of courses, which help build student technique, creativity, and engagement with the world. Under the guidance of dedicated teaching artists, students learn how traditional and contemporary methods, materials and ideas shape their art-making. From Art Fundamentals through Senior Seminar, their training leaves them profoundly qualified and confident for both college and the world at-large.

The general curriculum is also supplemented with visiting artists shows, lectures, and master classes. Issues relevant to contemporary art practice are promoted and further developed via discussion, critiques, readings, written work, presentations, student exhibitions, and field trips.

DEPARTMENT REQUIREMENTS

All VA students are required to take Practicum and Drawing each year of enrollment. Fridays consist of mandatory Open Studio where all students have time to work in a studio of their choice for the entire afternoon. This supervised studio time will allow students to work on individual projects and interact with different faculty members. Juniors participate in the annual junior group show and Junior Seminar course. Seniors take a year of Senior Seminar and exhibit their work in the end-of-year capstone Senior Shows.

VISUAL ARTS COURSE SEQUENCE

To receive a Visual Arts certificate a student must take the following courses.

<p>YEAR 1 : FOUNDATION</p> <ul style="list-style-type: none"><input type="checkbox"/> Art Fundamentals<input type="checkbox"/> Drawing I<input type="checkbox"/> Photography I<input type="checkbox"/> Digital Art & Design I, Ceramics I, or Sculpture I	<p>YEAR 2 : EXPLORATION</p> <ul style="list-style-type: none"><input type="checkbox"/> Art History<input type="checkbox"/> Drawing II<input type="checkbox"/> Elective<input type="checkbox"/> Art Fundamentals (if not taken 1st year) or Elective
<p>YEAR 3 : CONCENTRATION</p> <ul style="list-style-type: none"><input type="checkbox"/> Junior Seminar (Meets weekly)<input type="checkbox"/> Art History (If not taken in 2nd year) Or Elective<input type="checkbox"/> Drawing III-IV<input type="checkbox"/> Elective<input type="checkbox"/> Elective	<p>YEAR 4 : CAPSTONE</p> <ul style="list-style-type: none"><input type="checkbox"/> Senior Seminar<input type="checkbox"/> Drawing III-IV or Elective`<input type="checkbox"/> Advanced Elective<input type="checkbox"/> Elective<input type="checkbox"/> Elective

Students joining the program in Year 3 or 4 will enter the course sequence as appropriate based on portfolio review and technical assessment.

All Visual Art Students will also be enrolled in Practicum and Open Studios:

Practicum: 6 hours in support of and in service to the department per semester.

Open Studios: Open Studio is held every Friday from 2:15-5:00 pm following Department Meetings. This is designated time to complete practicum hours, participate in scheduled master classes, or to work in any Visual Art Department studio.

Courses Required for Arts Certificate

Art Fundamentals.....	1st or 2nd Year
Art History.....	2nd, 3rd or 4th Year
Digital Art & Design.....	1st or 2nd Year
Drawing.....	Required up to Drawing III-IV
Junior Seminar.....	3rd Year
Photography I.....	1st or 2nd Year
*Practicum.....	Required each year, non-graded pass/fail course
Senior Seminar.....	4th Year and Post-Graduate
2D Electives.....	Number of courses depends on year of entry
3D Electives.....	Number of courses depends on year of entry
Advanced Electives.....	(see below)

INTRODUCTORY Elective Courses

Ceramics I.....	Prerequisites: Art Fundamentals
Creative Technology.....	Prerequisites: Digital Art & Design (Formerly Graphics I)
Painting I.....	Prerequisites: Drawing I
Printmaking I.....	Prerequisites: Drawing I, Art Fundamentals
Sculpture I.....	Prerequisites: Art Fundamentals

ADVANCED Elective Courses

Anatomy for the Artist.....	Prerequisites: Drawing III-IV
Animation.....	Prerequisites: Digital Art & Design (Formerly Graphics I)
Ceramics II-IV.....	Prerequisites: Ceramics I, Art Fundamentals
Metalsmithing.....	Prerequisites: Art Fundamentals
Painting II, III-IV.....	Prerequisites: Drawing I, Painting I
Printmaking II-IV.....	Prerequisites: Printmaking I
Photography II-IV.....	Prerequisites: Photography I
Sculpture II-IV.....	Prerequisites: Sculpture I
Yearbook.....	Prerequisites: Digital Art & Design I (Formerly Graphics I)

INTERDEPARTMENTAL Electives Courses

Enrollment upon request. Approval from both Department Chairs is required.

Cinematography I (Film & Digital Media)
Fashion Construction (InterArts)
Fashion Photography (InterArts)
Interdisciplinary Minds (InterArts)
Drafting I (Theater)

COURSE DESCRIPTIONS

Anatomy for the Artist

Prerequisite: Drawing III-IV

This course is an in-depth exploration of human anatomy, and the facial muscles of expression for the purpose of representation. Students will learn to identify the skeletal and muscular structure beneath the skin, and enhance their observational drawings with their study of anatomy. This class will cover the language of anatomy through lectures and demonstrations. Using traditional media, students will perform specific exercises and assignments geared towards developing and enhancing their ability to draw from observation.

Animation

Prerequisite: Digital Art & Design I (Formerly Graphics I)

This is an advanced level course that requires Digital Art & Design as a prerequisite. The class focuses on drawing for animation using Adobe Animate and basic filmmaking skills required to make an animated film using Adobe Premiere / Final Cut Pro. The course will feature presentations and lectures on the history and principles of animation, as well as breakdowns of notable animated sequences, demonstrations of frame-by-frame, digital cut-out, rotoscope animation techniques as well as video editing, compositing and color correction.

Art Fundamentals

This course provides an introduction to the Elements of Art and Principles of Design for 9th and 10th grade students. The Elements (line, shape, form, color, value, texture, space) and Principles (balance, unity, variety, emphasis, pattern, contrast, proportion/scale, rhythm) are known as the practical components that create a visually engaging work of art in any medium. In this yearlong course, we explore various methods of art-making, materials and techniques. We also learn about significant artists and movements through history, and gain vocabulary to think about and discuss art with each other through critique and self-reflection. This course aligns vocabulary and techniques that students are exposed to in other visual art classes at Idyllwild Arts and beyond.

Art History

This course is a survey and introduction to Western Art History covering ancient, classical, medieval, renaissance and modern eras. Students will use the text “The Art Book” to supplement lectures, research projects, discussion groups, as well as artistic projects. Students are given the tools that enable them to look critically at art through the ages in order to better understand the historical and cultural context for each period. Students will be asked to view and analyze artworks, discussing how and why the art of a specific time reflects that era, and examine their influence on future artists and movements.

Ceramics I

Ceramics I is an introductory course that presents the fundamentals of wheel-thrown and hand-built techniques and processes. Students will create three-dimensional forms, with an emphasis on ideas and concepts. Assignments will provide a backbone for exploration in slab construction, coil building, pinching, and throwing on the potter's wheel. Students will problem solve and use creative solutions with the material and technical knowledge gained through this course. Students will also develop an understanding of the properties of clay, basic glaze chemistry, firing processes, and general studio upkeep. Demonstrations on hand building, wheel throwing, glazing, and firing will be given. Slide lectures, videos, and readings will be provided to give students a broader context of contemporary ceramics. Students will also develop a vocabulary to aid them in discussing their work through the lenses of the principles and elements of design.

Ceramics II-IV

Prerequisite: Ceramics I

Ceramics II is a studio course designed to investigate ceramic materials, processes, and techniques. This intermediate/advanced ceramic course will focus not only on continuing to develop techniques previously learned but also to continue developing conceptual ideas within the work. The assignments are designed to be flexible to accommodate each student's personal voice. Through group critiques students are expected to develop visual language and critical thinking. Students will also gain basic knowledge on kiln firing through class participation with loading/unloading their own work. Demonstrations on hand building, wheel throwing, glazing, and firing will be given. Slide lectures, videos, and readings will be provided to give students a broader context of contemporary ceramics. Students will also develop a vocabulary to aid them in discussing their work through the lenses of the principles and elements of design.

Digital Art & Design I (Formerly Graphics I)

In this introductory level course, students will learn how to design using Adobe Photoshop software, how to digitally paint using a tablet, the use of different brushes, downloaded brushes, and brushes that students create themselves. Students also learn art and layout fundamentals, including basic skills in digital photography, scanning, typography, resolution, why we critique and how to critique, understanding and managing project deadlines. This course sets the technical groundwork for future Visual Art classes.

Digital Art & Design II-IV

Prerequisite: Digital Art & Design I (Formerly Graphics I)

Students will expand on Photoshop skills and the basics of Adobe InDesign and Adobe Illustrator may be covered. These software programs will be used to experiment with commercial work and concept driven work. Technical requirements in professional design and print will be covered. Students will work individually and in teams on projects in traditional graphic design, digital art, mixed media and conceptual design that vary year to year.

Creative Technology

Prerequisite: Digital Art & Design I or Instructor Approval

Creative Technology sets a course to investigate the relationship between technology and art. Course participants will partake in a series of learning exercises, produce 2-3 projects, and participate in class discussions and critiques. Learning exercises will revolve around computer design software such as the Adobe Creative Suite and 3D modeling software like TinkerCAD. In the Creative Tech Studio, we have 3D printers, CNC routers, and a Laser Engraver for bringing our designs to life. Participants will develop individual project proposals tailored to their interests.

Drawing I

This course focuses on the development of drawing skills based on art elements and concepts. Beginning drawing introduces the student to basic drawing materials, techniques and skills. An emphasis is placed on developing the ability 'to see', to focus on the observation of three-dimensional forms and translate this to the two-dimensional picture plane. Students will work on a variety of exercises and assignments designed to enhance this process. This involves working from still-life and models. Basic approaches include mark-making, line quality, value, volume, toning, texture and the various methods that emphasize spatial qualities. Compositional strategies are also covered. Students explore the usage of drawing media such as charcoal, pencil, pen, brush/ink, and pastel.

Drawing II

Prerequisite: Drawing I or upon department approval

Drawing I focuses on the development of drawing skills through observation and open-ended projects. Students work in a variety of media, such as graphite, charcoal and ink with opportunities to use pastel and colored pencil. This class focuses on concept-based visual problems, using brainstorming and research as well as drawing from observation, including the figure.

Drawing III-IV

Prerequisite: Drawing I and Drawing II or upon department approval

Advanced students who are technically proficient have taken Drawing I and II will focus on pushing their work conceptually with a strong focus on the process and approach. Students will work in a variety of media and subjects such as conté, graphite, charcoal, pastel and ink. They will continue to practice honing their observational skills by drawing from life. The majority of class time will be spent working on assignments, drawing from the model and facilitating their daily handouts/sketchbook. The students will both read and write criticism of their work and that of their fellow classmates in order to expand their visual vocabulary and the ability to discuss art in a critical, constructive fashion.

Junior Seminar

Restricted to VA Juniors

In this seminar course, students learn and expand upon professional practices such as: compiling, documenting, and creating a portfolio of their work, critiquing and learning to have meaningful discussions

about art, creating and editing a proposal, and applying to grants and scholarships. Students also work closely with faculty to develop their portfolios and ideas for their Senior Shows. This course prepares students and gives them the tools and resources to enter their senior year.

Metalsmithing / Jewelry Design

Prerequisites: Open to Seniors and Juniors only upon approval.

This advanced level course is an introduction to concepts and basic techniques of metalsmithing and jewelry design including soldering, sawing, cold connections, forming, and bezel setting. Students will use a variety of materials such as copper, brass, resin, and stones. The use of more precious metals, such as silver, is optional. Students will use metalsmithing to develop a creative direction and make a unified body of work throughout the year. Demonstrations, critiques, lectures, discussions, and individual projects will help emphasize metalsmithing's concepts and properties.

Painting I

Prerequisite: Drawing I

In this class, students learn the technical skills required for painting. Acrylic mediums are introduced and elements of color theory and composition are emphasized. Students work from life to develop skills in painting light, shadow and three-dimensional forms. Students will work on paper, board and will learn to stretch canvas. Class critiques are used as one method of evaluating performance and progress

Painting II

Prerequisite: Painting I, Drawing I

In Painting II, students continue to build their fundamental understanding of light, shade, form, value, color and composition. Students will hone basic techniques through class demonstrations and emphasis on the proper usage of brushes, paint, palette and color mixing. Assignments range from Still-Life, Self-Portraiture, Landscape and Abstraction/Cubism. All students will participate in regular critiques emphasizing the ability to criticize constructively, think critically, execute technical skills, and explore modern themes and concepts in art.

Painting III-IV

Prerequisite: Painting II

Advanced students complete various projects throughout the semester to promote personal and creative growth to help enhance portfolio development. These projects emphasize process and conceptual/philosophical ideas. Students also participate in group critiques of work and discussions of short readings and/or exhibitions. Occasional presentations are shows to expand upon contemporary issues in painting. Various mixed media approaches are introduced to expand the visual vocabulary of each student.

Photography I

The first semester course covers the foundations of the analog black-and-white photographic process. Students will use 35mm cameras in manual mode, learning principles of exposure such as aperture, shutter speed, and ISO. Students will expose film, develop it by hand, and use the negatives to make traditional gelatin silver prints in the wet darkroom. Second semester the course covers basic concepts and practice of digital photography, including understanding and use of the camera, lenses, and other basic photographic equipment. The course will address aesthetic principles as they relate to composition, space, exposure, light and color. Technological requirements of digital formats will be addressed, such as formats and resolution. Basic digital manipulations of images will be taught in preparation for creating a photo portfolio of images.

Photography II-IV

Prerequisite: Photography I

Digital Photography Advanced is designed for students who are seriously interested in the practical experience of art photography. Students will be introduced to new photographers, digital artists, artists, and more sophisticated techniques as points of departure to create work that reflects that individual student's spirit and vision. By exploring the darkroom more in depth and photographic and digital media with the camera and computer, students will be able to develop a body of work that reflects a range of problem solving and ideation and develops versatility with techniques to demonstrate their abilities. Students will research, keep art journals, have class critiques, individual critiques, and artistic dialogues that will inspire them as they create. Work is expected to be of high quality in thought, process, and product.

Practicum

Required each year

Students are required to complete six (6) hours of service to the department each semester. Opportunities for hours will be provided during Open Studio sessions by VA faculty.

Printmaking I

Prerequisites: Drawing I, Art Fundamentals

This intermediate level course is an introduction to the techniques, history, and concepts of printmaking through relief and intaglio processes such as linoleum cut, woodcut, drypoint, and etching. This course focuses on printing ink on paper and will allow students to learn a wide range of technical and conceptual tools. Demonstrations, lectures, critiques, discussions, historical overviews, and individual projects will help emphasize printmaking's concepts, properties and the use of multiples.

Printmaking II-IV

Prerequisites: Printmaking I

This advanced level course expands on the techniques and concepts learned in Printmaking I. This course primarily focuses on printing ink on paper and will allow students to develop a wide range of technical and conceptual tools. Demonstrations, critiques, and discussions will emphasize printmaking's natural properties of layered image making, creating multiples, and collaboration. Students will expand on relief and intaglio

techniques learned in Printmaking I, and will have the opportunity to learn advanced techniques such as screen printing, plate lithography, solar plate, aquatint, and monotype.

Sculpture I

Prerequisite: Art Fundamentals

In introductory sculpture, students develop three dimensional skills and concepts. Students are expected to engage with and learn techniques relating to woodshop, metal shop, and mold making/casting processes. This course will aid participants in establishing a sculptural practice. Students will develop concepts and investigate their projects' art historical and cultural relevance. This course is not limited to specific materials and may require an investigation into new materials, techniques, and concepts.

Sculpture II-IV

Prerequisite: Sculpture

In intermediate/advanced sculpture students continue to develop upon skills and concepts introduced in prerequisite sculpture courses. Students are expected to have an intermediate level of experience working with woodshop, metal shop and mold making/casting processes. Intermediate/advanced sculpture will require participants to engage their practice with a heightened sense of investigation and initiative. Students are expected to have an intermediate level of experience developing concepts with an understanding of their projects' art historical and cultural relevance. This course is not material specific and may require an investigation into new materials, techniques, and concepts.

Senior Seminar

Restricted to enrolled Visual Art department seniors.

Senior Seminar is required of all seniors at Idyllwild Arts. In this capstone course, students develop artistic professional practices, create and develop a portfolio of their work, and propose and execute work to be exhibited in their Senior Show. Students engage in practices of creating and editing their Senior Show proposal, creating the proposed piece(s), and writing and developing an artist statement. Based on these proposals students are assigned Senior Show dates and groups. The second semester is devoted to the collaboration of show groups, and the execution, installation, critique, and defense of Senior Shows. At the completion of their Senior Show students are required to present a defense of their work and a written reflection or piece. This course guides students to develop the tools and skills to go into the art world and/or academia. A Senior Show is required of all Visual Arts Seniors.

Yearbook

Prerequisite: Digital Art & Design I

Students will use their training from Digital Art & Design I/ Beginning Computer Graphics to design and build a professionally printed and bound yearbook. Adobe InDesign will be introduced. They will train further in page layout, composition and photography. In addition they will understand all technical language and requirements needed to print the yearbook successfully. There will be a heavy emphasis on organization and deadline management

Courses are subject to change based on enrollment and availability. Course descriptions may be modified or changed to fit instructional needs.

VISUAL ARTS FACULTY

Chris Groth

Visual Arts Faculty/Visual Arts Shop Technician

Chris Groth earned a BA in Studio Art and Management Studies from Saint Olaf College and received his MFA, as well as a Certificate of Teaching in Higher Education, from the University of Minnesota. While his background is one of metal casting, his practice often takes form through installations, performances, and collaborative ventures. Chris arrived at Idyllwild Arts Academy in 2018 to teach Senior Seminar, Sculpture, and Creative Technology courses in the Visual Arts Department.

Negin Hedayat

Visual Arts Faculty

Negin Hedayat earned her Bachelor of Science from Iran/Tehran and her Master of Fine Arts (Drawing and Painting) from California State University, Fullerton. Negin earned her Diploma in Animation from Ottawa, Canada. Negin has been teaching Drawing, Painting, Graphic Design, Art History, and Animation using different mediums, techniques, tools, and applications in academic and non-academic settings such as California State University, Fullerton, Orange County Fine Arts, Idyllwild Arts Academy, and Ryman Arts since 2009. Negin studied film and photography, participated in two feature movies, and was a scriptwriter and director of five short movies. She currently teaches Painting III-IV and Drawing III-IV.

Shaunna Lehr

Visual Arts/InterArts Faculty

Born and raised in Idyllwild California, Shaunna earned her Bachelor's of Fine Art degree in Portrait Photography from Brooks Institute of Photography in Santa Barbara in 2009. Her work has been featured in various galleries, including Gallery 27 in Santa Barbara. Her training and photography studies include traditional color, black and white film, 35mm, and large and medium film. In addition to traditional film, Shaunna is well versed in digital photography using Lightroom and Photoshop. In 2010 Shaunna moved back to Idyllwild where she began her business in freelance photography. She is currently teaching all levels of photography in both the Visual Arts and Interarts Departments.

Jasmine Peck

Visual Arts Faculty

Jasmine Peck is a sculptural ceramic artist with a creative practice that also includes performance, installation, and drawing. Jasmine received her BFA from the University of Wyoming, with an emphasis in ceramics. She then went on to receive her MFA from the University of Minnesota - Twin Cities. Jasmine's work is focused around the intersection of the body, material transformations, and humor. Jasmine has exhibited nationally and internationally, has been a recipient of the Minnesota State Arts Board Artist Initiative Grant, and participated in a residency program in Berlin, Germany. She currently teaches drawing, all levels of ceramics and Junior Seminar.

Linda Lucía Santana

Visual Arts Department Chair & Faculty

Linda Lucía Santana earned her Bachelor's Degree in Printmaking and Anthropology from the University of California, Santa Cruz and her MFA in Printmaking from the University of North Texas. She was named the Featured Artist by the Hispanic Women's Network of Texas-Fort Worth Chapter (2013) and named one of "13 Young Latina Artists Changing the Contemporary Art Landscape" by the Huffington Post. Linda regularly exhibits nationally and internationally, with recent solo and group exhibitions in Istanbul, the University of Arkansas, and SoLA Contemporary in Los Angeles. Linda founded the printmaking program at Idyllwild Arts in 2013 and is currently the Visual Art Department Chair where she teaches all levels of printmaking, drawing, senior seminar, and metalsmithing.

Cristie Scott

*Parks Exhibition Center Manager/
Visual Arts Assistant Chair & Faculty*

Cristie Scott is the Manager of Parks Exhibition Center, the Idyllwild Arts campus gallery. Prior to this role, she worked for the IAF Summer Program coordinating Native Arts and adult arts programs (summers 2006-'08 & 2010), and the summer exhibits at Parks Exhibition Center (2011). Cristie hails from Durango, CO where she was the Executive Director of the Durango Arts Center and also served on the City of Durango's Public Arts Commission, including four years as chairwoman. Cristie holds a BA in studio art from the University of Puget Sound and MA in visual arts administration, with a concentration in nonprofit management from New York University-Steinhardt. Cristie teaches all sections of art fundamentals.

Cihan Sesen

Visual Arts Faculty

An IAA Alum, Cihan Sesen is a Turkish American author and illustrator. His work is primarily sequential art that is focused on telling something important about how we all live, often from the point of view of an outsider. He has published illustrations at Apple Inc, and exhibited digital art at Pacific Art League. Published comic series *Corny Trash* at Sideshow Media Group, and self-published *Loose Ends, Spine, Stop The Rain* and *Merry Go Round*.

Cihan graduated with a Bachelor of Fine Arts degree from San Francisco Art Institute. Currently, he is teaching Drawing, Animation, Comics and Digital Illustration at Idyllwild Arts Academy. Originally born in Istanbul, and migrated to the United States as a teenager; speaks Turkish and English fluently.

Rachel Welch

Visual Arts Faculty

Rachel Welch graduated from Cal Poly, San Luis Obispo, receiving a degree in Art and Design with a concentration in Studio Arts. She spent a year at the Accademia Di Belle Arte in Florence, Italy, studying sculpture and drawing. She received the title of Artist of the Year for the Art Alliance of Idyllwild in 2009. Her artwork has been shown throughout California as well as in Italy. Rachel teaches painting, drawing, and art history.

IAA VISUAL ART DEPARTMENT COURSE COMPLETION CHECKLIST

Student Name: _____

Year I - FOUNDATIONS : FRESHMAN

- Art Fundamentals
- Drawing I
- Introductory Elective
- Introductory Level Course
 - Practicum
 - Other

Year II - EXPLORATION : SOPHOMORE

- Drawing II
- Art History
- Art Fundamentals (if not taken 1st year) or Elective
- Elective
 - Practicum
 - Other

YEAR III - CONCENTRATION : JUNIOR

- Drawing III-IV
- Junior Seminar
- Art History (if not taken 2nd year) or Elective
- Elective
- Elective
 - Practicum
 - Other

YEAR IV - CAPSTONE : SENIOR

- Senior Seminar
- Advanced Elective
- Elective
- Elective
 - Practicum
 - Other