Advanced Painting

Required Student Supplies:

- 1: Spiral-bound Sketchbook (or hard cover)
- 2: 10 #2 pencils
- 3: Vinyl or other non-pink eraser
- 4: USB drive/flash drive

Umbrella Standards: These standards must be met for every unit in all art courses

Concept: Idea Development, Problem Solving, and Communicating

C.12.2: Understand the procedures of developing quality design

C.12.6: Experiment visually with sketches for complex solution involving concepts and symbols

C.12.9: Use ongoing reflective strategies to assess & better understand one's work & that of others

D.12.6: Apply problem solving strategies that promote fluency, flexibility, elaboration, and originality

Craftsmanship: Skills. Processes, and Techniques C.12.7: Apply advanced craft and skills to consistently produce quality art

C.12.8: Use the natural characteristics of materials and their possibilities and limitations to create art

<u>Composition</u>: Knowing, Using, and Judging the Elements of Art and Principles of Design C.12.1: Use the elements and principles of design in a sophisticated way

J.12.7: Understand and apply art criticism and aesthetic knowledge in art and design

Unit 1: Pointilism

In this unit students will study a technique invented by Georges Seurat called pointillism. Pointilism is a style of painting in which paint is applied to the canvas through a different sizes and colors of dots. The colors mix optically when viewed from a distance, thus creating a realistic scene with modeled forms.

Principles and Elements of Art: Color, Unity, Form, Value

Sketchbook Assignment: Student will make studies of basic forms using pointilism

Materials: Acrylic Paint

Art History References: Georges Seurat

Unit Standards:

- 1. Student can demonstrate understanding of how the eye perceives and mixes color.
- 2. Student can arrange compositional elements to represent unity.
- 3. Student can use pointiilism technique to model forms with value.
- 4. Student can create emphasis within work.

Unit 2: Palette Knife Painting

In this unit students will study palette knife techniques and create a work in the style of Impasto.

Principles and Elements of Art:

Sketchbook Assignment:

Materials: Acrylic

Art History References:

Unit Standards:

- 1. Student can demonstrate proper palette knife techniques.
- 2. Student can work in the style of impasto to enhance the aesthetic of a painting.
- 3. Student can develop a motif that complements the chosen media.

Unit 3: Painting the Human Figure

Students will study the work of master figure painters. Students will work using the style of Impasto (A style of painting characterized by thick, textured paint application) to create a realistic figure painting.

Principles and Elements of Art: Proportion, Color, Form **Sketchbook Assignment:** Students copy Da Vinci figure drawings **Materials: Oil**

Art History References: Lucien Freud, Giocometti, Da Vinci

Unit Standards:

1. Student can represent correct proportion of the human figure.

2. Student can use value to model form.

3. Student can mix color to achieve realistic tones.

Unit 4: Mural

In this unit students will study social art movements and mural artists such as Diego Rivera.

Students will create a public mural of their own design with a team. Students will work collaboratively to create a mural within the guidelines of budget and time.

Principles and Elements of Art: All

Sketchbook Assignment:Students will complete a variety of thumbnail sketches.

Materials: Acrylic

Art History References: Diego Rivera, Marc Chagall

Unit Standards:

1. Student can successfully design collaboratively.

- 2. Student can work with a budget and timeframe to complete a public work of art.
- 3. Student can compose a dynamic composition on a large scale.
- 4. Student can blend styles to achieve a sense of unity.
- 5. Student can create work which speaks to a mass audience.
- 6. Student can create work with voice.

Unit 5: Independent Project

Principles and Elements of Art: All

Sketchbook Assignment: Students will research and sketch ideas

Materials: Any

Art History References: Any

Unit Standards:

- 1. Student can design a strong concept.
- 2. Student can show mastery in craftsmanship skills.
- 3. Student can arrange elements of art in a dynamic way.