

AP Studio Art is a college-level course that introduces students to the concepts, processes and techniques essential to artistic production. Students develop their own work, based upon an inquiry that they develop with the help of the instructor and their peers.

Experimentation, openness and curiosity are as important, if not more important, than a student's technical skill level when entering the class.

The course is primarily photo-based. Initially, we use photography as a means of understanding essential 2D Design and photography issues:

Composition

Elements & Principles of Design

Framing, Lighting, Lenses

For students' individual inquiries, they may choose to work with a wide range of video media including: printmaking, painting, illustration, digital art, and textiles.



CONCEPTUAL & CONTEMPORARY APPROACHES



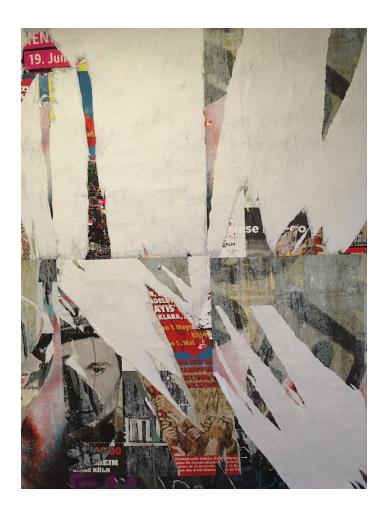
The course addresses art-making as a means of raising questions, doing research, and thinking about how art is experienced by a viewer

Students are taught in the course to consider their positioning, perspective, and personal experience as essential to defining a mode of expression that is meaningful and reflective of their sensibilities.

In this way, a major aim of the class is to help students find their artistic voice, honor their experience and find ways to communicate this visually.

Develop your artistic voice and perspective!





Images in Context

AP Studio Art: 2D explores art as a language with a rich and varied history. The course focuses on visual theory and how images function in contemporary culture. As students' work develops, students are guided to find reference points to support their inquiry.

THE EXAM:

The exam consists of a portfolio of 15 digital images submitted digitally to the College Board. Alongside these images, students submit a written explanation of how their inquiry developed. In addition, students also send 5 actual works to the college board to be more closely evaluated concerning their engagement with 2D Design issues. Though most students submit a photo portfolio, students have also done inquiries using illustration, graphic design, typography, and painting for their 2D exams

The completed portfolio is evaluated in terms of how well it formulates a viable inquiry, shows evidence of process, experimentation and revision. The work is also evaluated as to its engagement with 2D Design Principles: Balance, Emphasis, Figure-Ground Relationships, Repetition & Rhythm, Contrast, and Unity.

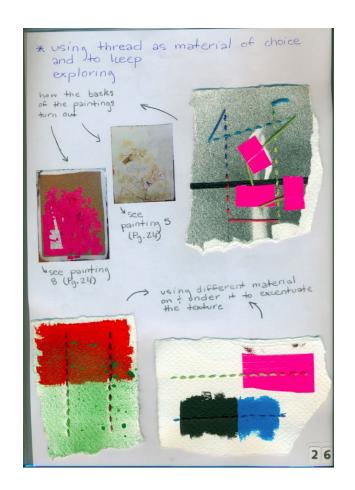


INQUIRY

Student-initiated projects begin with an open-ended inquiry question. In this example, the student explored their personal relationship to objects and how things can be used a means of creating portraits.

EXPERIMENTATION/ RESEARCH

Students develop their inquiry through a process of experimentation, documentation and research. This is a page from a student's sketchbook documenting material tests.









PROCESS/PRACTICE

Students develop their ideas through practice, reflection and revision. In the course of producing their work, they discover the issues and questions that are most important to them. This inquiry focused on self-portraiture through membranes as a way of exploring their personal experience





Example of student work documenting the life of their grandparents





Example of student inquiry about family memory, using found family photographs which were printed and presented on vellum.

WHAT MEDIA CAN STUDENTS USE FOR THEIR PORTFOLIOS?





Photography (Digital & Analog)





Illustration & Book Design





Mixed Media, Printmaking & Painting

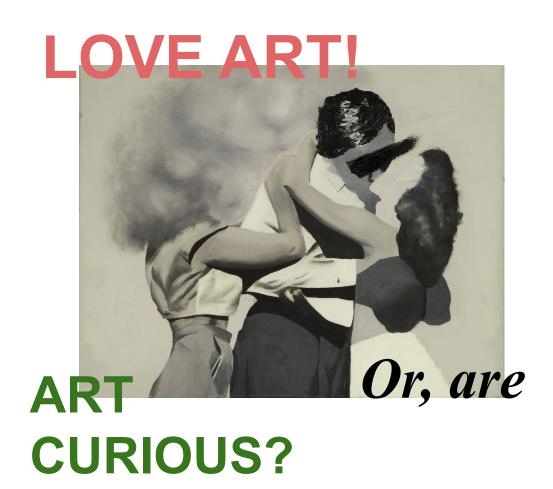


Digital Art

WHO SHOULD TAKE THE COURSE?

Students take the course because they:

- Want to grow as artists and thinkers
- Are interested in photography or design media
- Want to engage in some self-directed research & exploration
- Are ambitious and curious to see how their ideas can be realized through art



WHAT IS THE COURSE GOOD FOR?

Building a portfolio of creative work to apply for art schools, *but also.....*

- Learning to communicate your ideas and thoughts
- Guided practice in developing an in-depth, self-directed project
- Building capacities for expression, reflection and engagement in process.

