

2D DRAWING & PAINTING

2D Drawing & Painting focuses on the skills of breaking down the creation process into accessible practices of successful artists. Students focus on how to use references, different ways to draw and paint, and how to refine the creative process to further their interests!

2D ART STUDENTS...

1. learn to break down complex visuals into achievable steps
2. Develop works of art in different styles to further develop students' ranges
3. Are invested in the creative process



3D SCULPTURE

3D art delves into students' dexterity and creativity as students practice solving problems and finding building creative solutions to problems such as how to build a sculpture without glue, or how to build in perfect scale. Students explore several mediums including paper, junk sculpture, and clay.

3D ART STUDENTS...

1. Learn how to measure and work in scale
2. Develop works of art that challenge their problem solving skills
3. Are invested in the creative process



TAD

Technology and Design Introduces students into the world of tech and art, giving them a taste of how to incorporate elements of art and design into tech-based media. Students participate in video making, photography, and screenprinting among other forms of technological art-making.

TAD STUDENTS...

1. Learn how to use principles of design to effectively communicate through visuals
2. Develop works of art that give them experience in a wide variety of skillsets
3. are invested in the creative process

