Media Art I, II, III & Visual Arts I

Instructor

Ms. Carey Mogianesi
(Ms. Nesi for short)

Room

Visual Arts Building
2nd Floor 405

Email

MogiaCa@richmond.
k12.ga.us

Office Location

Visual Arts Building

Website

Thirdeyeceramics.com

Course Overview

This graphic course teaches visual storytelling through 2D design and digital illustration techniques. Students will use technology to learn techniques and software skills that facilitate creative expression. Students will implement the elements of art and principles of design by using traditional medias, photography, Adobe Photoshop as well as power point. We will use the skills that we learn, along with creativity to produce individualized works of art. Much of the work that we will do in this class will be completed using professional design software that you may not have access to outside of class. *For this reason, it is very important to come to class on time and ready to complete daily goals.*

Many of your projects will begin with tutorial training and end with a new creation or solution to a visual problem. This course is NOT a lecture-based course. In order to gain new knowledge efficiently and effectively, we will learn and practice new skills as a class, in groups, and individually.

Course Materials

• Multiple #2 Pencils

• 1 Large white eraser

• 3 Ring Binder with paper pockets

• 8x 10 or 9 x 12 sketchbook

• Media Storage (flash drive 128gb or larger, hard drive, cloud storage, etc)

Expectations:

Students will be given assigned seats. They are to arrive in class prepared and ready to work! Book bags are to be stored under the tables and only current work and materials will be at the worktables. Gum and food are not allowed. Each student is required to maintain the cleanliness of the studio equipment and materials.

In order to hear important information, all students must remain quite while the teacher is talking. Students can ask questions by raising their hand or by asking the teacher directly after instructions.

With access to computers and the internet on a daily basis, it is your responsibility to use technology in appropriate ways and in compliance with the code of conduct. PLAYING VIDEO GAMES IS UNACCEPTABLE EVEN IF YOU HAVE COMPLETED AN ASSIGNMENT. Failure to comply will result in 5 points being deducted from the current assignment. Multiple offences will result in detention or further administrative discipline.

If you have finished an assignment and met your objectives, try to improve the project with the skills we have learned. Creativity will be rewarded! There will also be skill building assignments that can be completed.

Assignments & Turn-in:

A rubric will be given at the beginning of each assignment which will outline expectations for the project, directions, vocabulary, and due dates. Students will be responsible for turning in assignments on time. Eleven points will be deducted for each day the project is not turned in.

Students will save their projects in the program format to receive credit for the assignment. For example, photoshop files should be saved using *.PSD or *.PDD and Illustrator should be saved using *.AI.

Students will save the file on their media storage drives with their name (first, last), period they are in, and assignment title. Use the dash line to separate the information.

    For example: mogianesicarey-4a-portraitgraphic.PSD

Grades

There will be several formative and summative grading strategies used to document your course progress. Tutorials and project assignments will be graded on overall completion and meeting individual unit goals. Quizzes and projects will be used to assess content knowledge. A course portfolio will be completed by all students. Your portfolio will be assessed and graded at the end of the first and second semester. Each portfolio assessment will include work samples completed during the semester, to include a title and written objective for each artwork.

A.R.T. - Rules

A – Ask! Always **Ask** questions!
R – Respect! **Respect** your artwork, Respect art materials, Respect peers, Respect your teacher!
T – Think! **Think** before you talk, **think** about your artwork to make it the best it can be!

BYOT Policy

This course follows RCSS technology policy. All devices will be collected in a clear container at the beginning of class and will remain in the container at the front of the room for the duration of the class period.