

Design

This third-level art course serves as an introduction to a broad range of commercial art applications, including graphics and animation, fabric, fashion and costume design, furniture, and interior and industrial design. Emphasis is placed upon the elements of art and principles of design, with students using both computer and hand-building techniques. Projects are undertaken with client presentations in mind and are accomplished both individually and in collaborative teams.

Elective Credits: 1

School Level: High School

Grade: 10, 11, 12

Prerequisites:

Art I and Art II. If scheduling necessitates, Art II and Design may be taken in the same school year.

Program: Visual Art