

# AP 2-D Art and Design

AP College Board Information About the Course:

[AP 2-D Art and Design](#)

## About the Course

**In AP 2-D Art and Design, you'll use the skills you learn in the course, and your own ideas, to create unique works of art.**

Throughout the course, you'll develop an *inquiry* that guides artmaking through practice, experimentation, and revision of materials, processes, and ideas while demonstrating 2-D art and design skills through graphic design, sequential art, photography, collage, printmaking, illustration, industrial design, animation, game design, painting, fibers, and others.

## Skills You'll Learn

Investigating the materials, processes, & ideas that artists & designers use

Practicing, experimenting, and revising as you create your own work

Communicating your ideas about works of art and design

## College Course Equivalent

An introductory college course in 2-D art and design

# Course Content

## **Big Idea 1: Investigate Materials, Processes, and Ideas**

You'll learn how artists & designers decide what to make & why & how to make it.

You'll practice:

- Reflecting on and documenting experiences to inform your art and design work
- Exploring materials, processes, and ideas to use in your work
- Connecting your work to art and design traditions
- Evaluating works of art and design

## **Big Idea 2: Make Art and Design**

You'll study the processes and techniques that artists and designers use when they create work.

You'll practice:

- Coming up with questions to guide you in creating works
- Using practice, experimentation, and revision
- Choosing and combining materials, processes, and ideas
- Using the elements and principles of 2-D art and design

## **Big Idea 3: Present Art and Design**

You'll explore why and how artists and designers present their work to viewers.

You'll practice:

- Explaining how you used materials, processes, and ideas in your work
- Describing how the work shows your skills
- Identifying the questions that guided you in creating your work
- Pointing out how your work shows experimentation, practice, and revision

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AP 2-D Design Digital

# Summer Homework

<https://docs.google.com/presentation/d/1z8UdLg5Hq8KjP-GSS6EeF3dSBPTd4TPDN4jlpvBO7H4/edit#slide=id.p>

**Due on the FIRST day of school...**

- ★ **250** Stock Photographs
- ★ **3** Complete Works of Art - ***printed***
- ★ Contemporary Artist Research Presentation
- ★ List of **100** Sustained Investigation Ideas

**GRADING: 500 Points possible**

250 Stock Photos	_____ / 100
Artwork One	_____ / 100
Artwork Two	_____ / 100
Artwork Three	_____ / 100
Artist Presentation	_____ / 50
100 Ideas	_____ / 50

**TOTAL \_\_\_\_\_ / 500**

Name: \_\_\_\_\_

(sign here in agreement with these expectations)

## ★ **250 Stock Photos** (organized on USB in folders)

- **Composition = 120 photos**  
(10 each of the 12 categories on Composition Techniques page)
- **Portrait = 36 photos**  
(12 each of 3 different models for Portrait series. Can use self on timer)
- **Theme = 36 photos**  
(12 each of 3 different themes. Can be potential Concentration Ideas)
- **Your Choice = 50 - 75 photos**

## ★ **3 Complete Pieces of ART**

- **Printed 8x10 on photo quality paper**
  - examples of categories...
    - Photography
    - Digital Art
    - Graphic Design
    - Mixed Media

## ★ **Contemporary Artist Research**

- Research a *contemporary* artist whose work you like
  - Name of artist
  - Website address / contact information
  - General information
  - Medium of choice (photography, graphic design, etc)
  - 5 visual samples of their work
  - Evaluate 1 of their works
    - Discuss how they used the Elements & Principles of Design
    - What you like about their work
- Arrange information on a Google Slides presentation
- Share with me [ntroxle@caschools.us](mailto:ntroxle@caschools.us)

## ★ **100 Concentration Ideas** (attached sheets)

## **Supplies...**

- DSLR Camera
- SD Card & Reader
- Home Computer Access

## **Resources & Research**

### **Contact Me...**

- (502) 592-9408
- [ntroxle@caschools.us](mailto:ntroxle@caschools.us)

### **Official AP website...**

- [www.apcentral.collegeboard.com](http://www.apcentral.collegeboard.com)  
(Multitude of resources and important information available to you 24/7)
- [www.studioartportfolios.collegeboard.org](http://www.studioartportfolios.collegeboard.org)  
(Look through samples of previous student work & reviewer comments)

## **Scholastic Art & Writing Awards**

- [www.artandwriting.org](http://www.artandwriting.org)  
(Explore previous student submissions in various categories, look for categories that interest you & think of work that you could submit)

## **Research...**

- [www.youtube.com](http://www.youtube.com)
  - **PHLEARN** - Photoshop tutorial site: EXCELLENT step x step!
- <https://petapixel.com/2016/09/14/20-composition-techniques-will-improve-photos/>
  - **PetaPixel** - Website with Photography Composition Tips & Techniques
- <https://www.photographize.co/>
  - **Photographize** - Great website for browsing inspiration & ideas!
- <https://digital-photography-school.com/>
  - **Digital Photography School** - Excellent resource site!
- [https://tutsplus.com/?\\_ga=2.210357521.50437988.1558634589-1332203989.1558634589](https://tutsplus.com/?_ga=2.210357521.50437988.1558634589-1332203989.1558634589)
  - **Envatotuts** - Design tutorial site with great resources for Adobe software
- [https://www.youtube.com/channel/UCrna4ETvr\\_rWMjejCd9g2Cw](https://www.youtube.com/channel/UCrna4ETvr_rWMjejCd9g2Cw)
  - **Vector Slate** - Graphic Design site

## **Composition Rules For Photos**

Composition is the way that visual elements are arranged within the frame of an image. Composition includes all the visual elements in a photo, not just the primary subject. The human eye tends to prefer images that have a certain sense of order, while it tends to reject images that are chaotic. That's the basic difference between good composition and poor composition. In order to develop a good understanding of what works and what doesn't work in photographic composition, it helps to learn the "rules" and practice following them. Google each of the terms for clarification and to see visual examples of photographs that use that specific rule.

**1.The rule of thirds** - *The king of compositional rules!* The human eye tends to be more interested in images that are divided into thirds, with the subject falling at or along one of those divisions.

**2.Rule of Odds** - The eye tends to be more comfortable with images that contain an odd number of elements rather than an even number. The reason for this is that the human eye will naturally wander towards the center of a group.

**3.Leaving Space** - This rule incorporates two very similar ideas: breathing room and implied movement. If your subject is looking at something (even something off-camera), make sure there is some "white space" for them to look into. (White space, of course, is not a literal term but a term used to describe the space that surrounds your subject, usually that part of the frame where there isn't anything happening.) Likewise, "implied motion" means that if your subject is in motion you need to give them some space that they can move into.

**4.Simplification** - Simple images tend to be more appealing than complicated ones.

**5.Balance / Symmetry** - There are various ways to visually balance the weight of your composition. Symmetrical versus asymmetrical balance, Radial symmetry, etc.

**6.Lines** - The human eye is drawn into a photo along lines--whether they are curved, straight, diagonal or otherwise. A line - whether geometric or implied - can bring your viewer's eye into an image and take it wherever you want it to go. Diagonal lines in particular can be useful in creating drama in your image. They can also add a sense of depth, or a feeling of infinity.

**7.Patterns** - Pattern can be very visually compelling because they suggest harmony and rhythm, and things that are harmonious and rhythmic make us feel a sense of order or peace. Pattern can become even more compelling when you break the rhythm - then the eye has a specific focal point to fall upon, followed by a return to that harmonic rhythm.

**8.Color** - How you use color can dramatically change a viewer's perception of an image. Pay attention to the colors in everyday scenes and use them according to what you want your viewer to feel when looking at your image.

**9.Texture** - Interesting texture is another way of creating dimension in a photograph.

**10.Viewpoint** - Viewpoint can dramatically change the mood of a photograph. Perspective can also change the viewer's perception of an object's size. Viewpoint isn't just limited to high, low and eye-level of course - you can also radically change the perception of an object by shooting it from a distance or from close up.

**11.Framing** - In photography, the term "natural frame" doesn't necessarily mean a natural object. A natural frame can be a doorway, an archway - or the branches of a tree or the mouth of a cave. Using natural frames is a trick that will isolate your subject from the rest of the image, leading the viewer's eyes straight to the place you want it to go.

**12.Orientation** - Many beginning photographers make the mistake of shooting everything with horizontal orientation. This is short sighted and easy to correct by following this simple rule: when an image contains a lot of horizontal lines, use a horizontal orientation. When it contains strong vertical lines, use a vertical orientation.

## Upcoming Events...

These contests happen within the first 3 months of school. It will be helpful to plan ahead as you think about your summer projects.

### **St. James Art Contest** (SENIORS ONLY)

*Due at the end of August*

- **4 Cohesive pieces of art**
  - 2-D / Mixed Media - Includes illustration, painting, photography, printmaking & mixed media
    - Cannot exceed 32" x 36" & must be mounted & able to hang
  - 3-D sculpture - Includes clay, cardboard, metal, acrylic, wood & glass
    - No installation art
    - Must be freestanding or fit on a pedestal
    - Cannot exceed 30 pounds
- Judging Criteria:
  - Originality: willingness to explore concepts & using medium inventively
  - Design/Unity: Portfolio communicates a cohesive idea or artistic vision
  - Technique: Consistent technical proficiency & demonstrates an understanding of the formal elements of art

### **Scholastic Art Competition**

*Due at the end of December*

- Seniors - will submit an **8-piece cohesive portfolio**
  - Everyone - will submit at least 1 piece in an individual category
- [www.artandwriting.org](http://www.artandwriting.org)  
(research categories and past submissions for ideas)

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**AP 2-D Design Digital**

# Sustained Investigation Ideas

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