



# Visual Arts Expectations

Intro, Illustration and Design,  
Sculpture, Art Hist, ASP  
Ms. MacLure

“Visual arts education inspires students to perceive and shape the visual, spatial, and aesthetic characteristics of the world around them. Using a variety of ways to explore, learn, and communicate, students develop their capacity for imaginative and reflective learning.”  
-MA Arts Curriculum Framework



## Required Supplies

Students are required to **keep packets** distributed at the beginning of each project. This is where you will find homework handouts, assessments on how you're being graded, terms, and other instructions about the current project we are working on. You will not be supplied with another one if you lose it.

Art supplies for each project are provided. Students are **required to have a pencil and eraser for every class**. If you ask me for a pencil, you must produce collateral (i.e. your ID or shoe are perfect!).

You will also be supplied with a small portfolio to keep your work-in-progress in. This is expected to be filed on the shelf and kept neat.

Lastly students are **required to purchase a small sketchbook** (a graph paper notebook works too, and a lined notebook is acceptable as a temporary solution). It should be at least 5"x7".

## Class Projects

Each project is introduced during class with an explanation and presentation followed by discussion and brainstorming. Each project takes approximately 2 academic weeks to complete. Due dates are always posted on the board, along with the assessments that you find within the project packet. Each assignment comes with a project assessment- this breaks down the specific aspects of the assignment that you are graded on. Each element is worth a certain number of points.

## Class Participation

Students are encouraged to express values and opinions when explaining your work. We will have class critiques to practice constructive criticism.

## Grading

Finished Class Projects= 30%  
Process/Sketchbooks= 20%  
Participation/critiques= 10%  
Homework= 20%  
Reflections= 20%

## Homework

Homework usually consists of a sketch started in class and finished at home. There are also number of questions that will help you in interpreting the terms and ongoing project. These are assigned on the first day of a project and due the next day.

Contact: Questions? Email Ms. Mac at [amaclure@valleytech.k12.ma.us](mailto:amaclure@valleytech.k12.ma.us)

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## After Sessions and Behavior

You will be asked to stay for an “after session” if I find your behavior particularly disruptive, or disrespectful. Keep in mind your conduct is also an integral part of your entire grade. If this happens you need to sign the After Session with your name or check the option “refused to sign”. You will then need to take your copy and return the remaining two to me. If you choose to debate the After Session, you will be excused to the BRC or to the office without disturbing the rest of the students in the class.

## Extra Help

If you need anything, please feel free to talk to me anytime. I am also available after school each day. “Extra Help” hours are Tuesdays and Thursdays until 3. If that does not work, other times are negotiable.

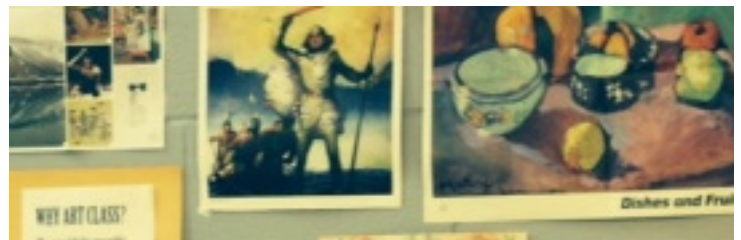
## Absences

Extra time to complete projects can be done on Tuesdays and Thursdays after school. Please feel free to talk to me if you need to stay after a different day. When making up work from absences students may take supplies home after being signed out from the teacher. Books are also available to be checked out.

Students who missed the due date are encouraged to bring it in within one week of the due date, as to not fall behind. You can find everything we do in class on the class website: [bvtartclass.weebly.com](http://bvtartclass.weebly.com)  
Students are responsible for keeping track of missed work. I will not chase students for missed work.

## Care of Materials and Supplies

You are expected to RESPECT all supplies and materials. You’ll notice that this is part of each project grade. That means CLEANING thoroughly, and putting supplies back where they came from. Also, you will be expected to clear your area before the next class arrives.



## Additional Bits

If you are injured during class from the use of any materials or supplies, notify me immediately.

The use of cell phones and music devices are NOT ALLOWED unless I give the “okay” for specific projects.

Eating and drinking in class is prohibited unless I give the “okay”. This is simply because accidentally ingesting art supplies is hazardous to your health..

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## Class Project Packets

On this page you'll find a guide to the way the packets for each assignment are laid out so you'll know what to expect with each new project.



### Character Design

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

**Objective:** You will create a fully realized character from your imagination using the image library for reference if needed. You will draw your character in three points of view: front, back and side. All three will be full body views. You will ink the lines, and then add color with watercolor pencil.

**Frameworks Objective(7.5+ 1.14):** Students will learn how the arts are portrayed in animated films and master some traditional techniques of character design.



with the appropriate programs such as Adobe Flash (years ago, artists animated by hand). For more 3 dimensional characters in gaming (such as Fable, or World of Warcraft) the characters are brought into Maya for full rendering. Character design is a process that allows the artistic team to establish who the character is and how they express their emotions- through facial expressions, posture, and even clothing.

**Demos & Videos:**

1. Video of an animator at work sketching character traditionally.
2. Laying out body shapes and sketching character in pencil: front, side and back.
3. Using ink and colored watercolor pencils.

**Materials:** Watercolor paper, felt tip pen, watercolor pencils, water, brushes


**Overview:**  
**Character Design:** Every visual story starts with character design: from movies and animation to gaming and storybooks or comics. The character designs in this packet come from the animation and gaming worlds. Artists begin with a traditional sketch that is later brought into the computer to be animated.

**Model Sheet:** Also known as a character board, or character study the model sheet is a document used to help standardize the appearance, poses, and gestures of an animated character. Model sheets are required when large numbers of artists are involved in the production of an animated film to help maintain continuity in characters from scene to scene, as one animator may only do one shot out of the several hundred that are required to complete an animated feature film.

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### Character Design

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**Character Style:** A commonality between a company's characters. For example, all DreamWorks characters are treated with similar features and expressions. The same principle goes for Disney- many popular princesses have been created with the same body and face proportions (compare Ariel, Belle, and Jasmine for instance). Often times, this is for marketing reasons-when a customer enters a store and sees a toy produced by one of these companies, they can associate it with that particular brand.

**"Ever child is an artist. The problem is staying an artist when you grow up".**

-Pablo Picasso

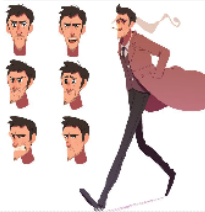
Use the following steps...  
Sketch out your ideas in the homework using tips from last (DEMO in class)

Draw your chosen character on the final piece of paper using 3 points of view: front, side and back- please do not label "front, side..." (DEMO in class)

Ink your character's lines using a felt tip pen and watercolor pencils.(DEMO in class)

**Assessment:**

- Effort: 20 points
- Character shown in 3 points of view- front, side and back: 10 pts
- Shows finesse from sketch to final product: 10 pts
- Inked lines have varied weight (thick to thin): 10 pts
- Mastered watercolored pencils- dry and wet: 10 pts
- Used color, line and texture to express character specifics such as clothes or hair: 10 pts
- Mood of character is clear- is this a good, or villainous?: 10 pts
- Used care with art materials: 20 pts



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Page 1 will always list the objective, materials list, terms, and demos

Page 2 will always list steps to follow, and the assessment criteria

### Character Design: Examples

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Example of a traditional character turn-around. This is what you will do for our project, except yours will only have 3 points of view: front, side, back.

**"Art is the only serious thing in the world. And the artist is the only person who is never serious".**

-Oscar Wilde



Example of how line weight, color, and texture can really enhance your character!



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Page 3 will have student examples or other examples to follow for project

### Character Design: Homework

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1. What is character design, and what are model sheets used for? 20 pts
2. What is character style, in your own words? 20 pts
3. If you had to pick a movie studio that made a bunch of movies with the same character style, who would it be? 20 pts
4. Who are a few characters that have the same character style from the studio you just named? 20 pts.
5. Before beginning on the final piece, sketch out 3 different characters that you may want to use for the final. Use the space below. 20 pts.

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Page 4 is homework: questions and sketches due the next day

I, \_\_\_\_\_ understand the contents of this packet: I understand that my child is responsible for handing in artwork and completing homework in a timely manner, and that failure to do so will impact their grade. I understand that they are expected to conduct themselves in a respectful and productive way.

Signature \_\_\_\_\_  
\*Please cut out and hand into Ms. MacLure