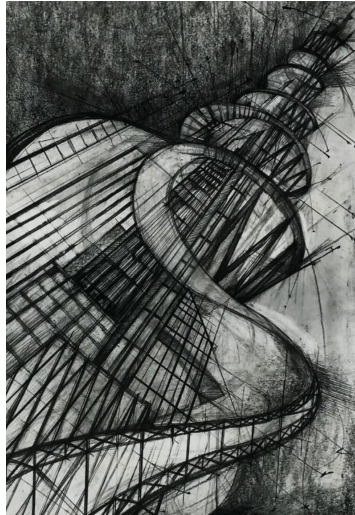
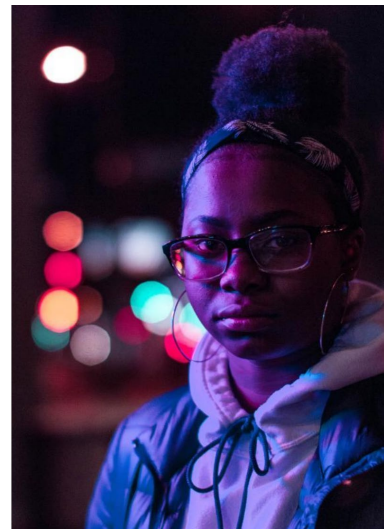


Intro to AP Art + Design

...Just the basics of what you need to know to get started



What's AP Art and Design All About?

Art + Design is an advanced placement course with college level expectations. In this course you will spend the entire year creating art for a portfolio that you'll submit to College Board for credit. There is no test in this course. The portfolio is the end goal. All of your portfolio art will be tied together with a question that you'll explore and choose for yourself.

As an AP Art and Design student, you'll develop and apply skills of inquiry and investigation, practice, experimentation, revision, communication, and reflection.

Who should take this course?

- This course is for art students with a genuine vested interest in delving deep into the artistic process and creating a mature body of work.
- This course requires that students spend many hours inside and outside of class to develop their art. You **MUST** work on art at home to be successful. This course is for students that prioritize art and are excited to get to work.
- This course is not for students with only a mild interest in art. This course is likely not for those that cannot accept feedback on personal art. The goal is to push yourself to go beyond and take your art to a new level of mature self expression.

The Portfolio

The AP portfolio consists of two parts with two rubrics.

Part 1 - Sustained Investigation

60% of your score

- Online Digital Submission
- 15 digital slides
- 15 slides does not necessarily equal 15 artworks. The slides can include a combination of finished art and process photos.

Part 2 - Selected Works

40% of your score

- Online Digital Submission
- 5 complete artworks

The Portfolio

The AP portfolio consists of two parts with 2 rubrics.

Part 1 - Sustained Investigation

The artworks in this section must be a connected series of art all exploring one chosen point of inquiry. You will create a question (sustained investigation) to investigate and explore over the course of the year. The goal is to create a mature series of art that demonstrates focus and growth.

This is what we'll put all of our focus on this year.

Part 2 - Selected Works

These artworks are intended to show off your very best and technically advanced art. These artworks can be 5 of your best Sustained Investigation artworks or they can be relatively random unconnected artworks that show off the best of your art.

Written Prompt Sections

As part of your portfolio you'll also submit typed responses to prompts, providing information about the inquiry or questions that guided your sustained investigation, and how you practiced, experimented, and revised your work, guided by this inquiry. For the Selected Works section, written responses must be submitted to describe the materials, processes, and ideas used for each work.

There are 3 types of portfolio to choose from.

We will only be focusing on 2D Art + Design

2D Art and Design

Focuses on the use of 2-D elements and principles of art and design

3D Art and Design

Focuses on the use of 3-D elements and principles of art and design

Drawing

Focuses on the use of drawing skills, including mark-making, line, surface, space, light and shade, and composition.

2D Design Portfolio Examples

Which may include, but is not limited to the following among the possibilities of submission.

Graphic design

Digital Art

Photography

Collage

Fabric design

Mixed media

Weaving

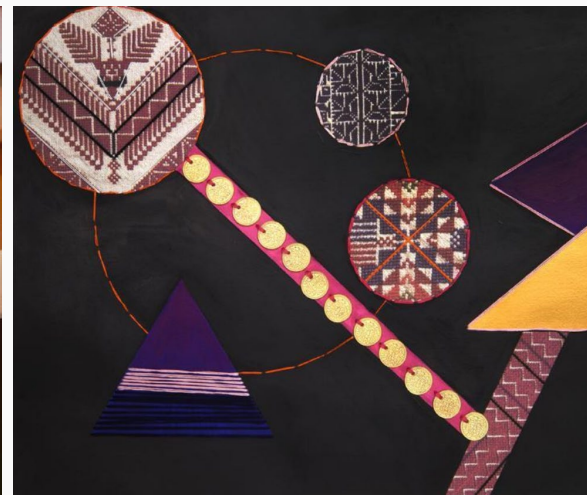
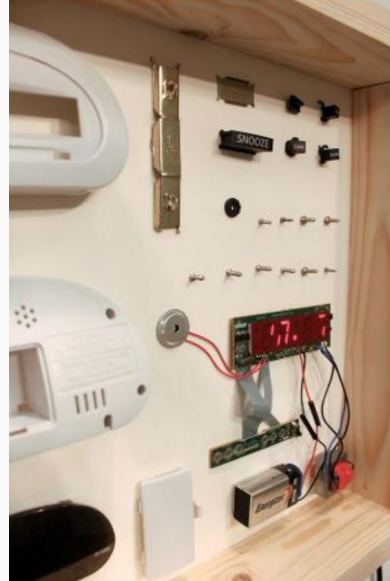
Fashion design

Illustration

Painting

Printmaking

Drawing





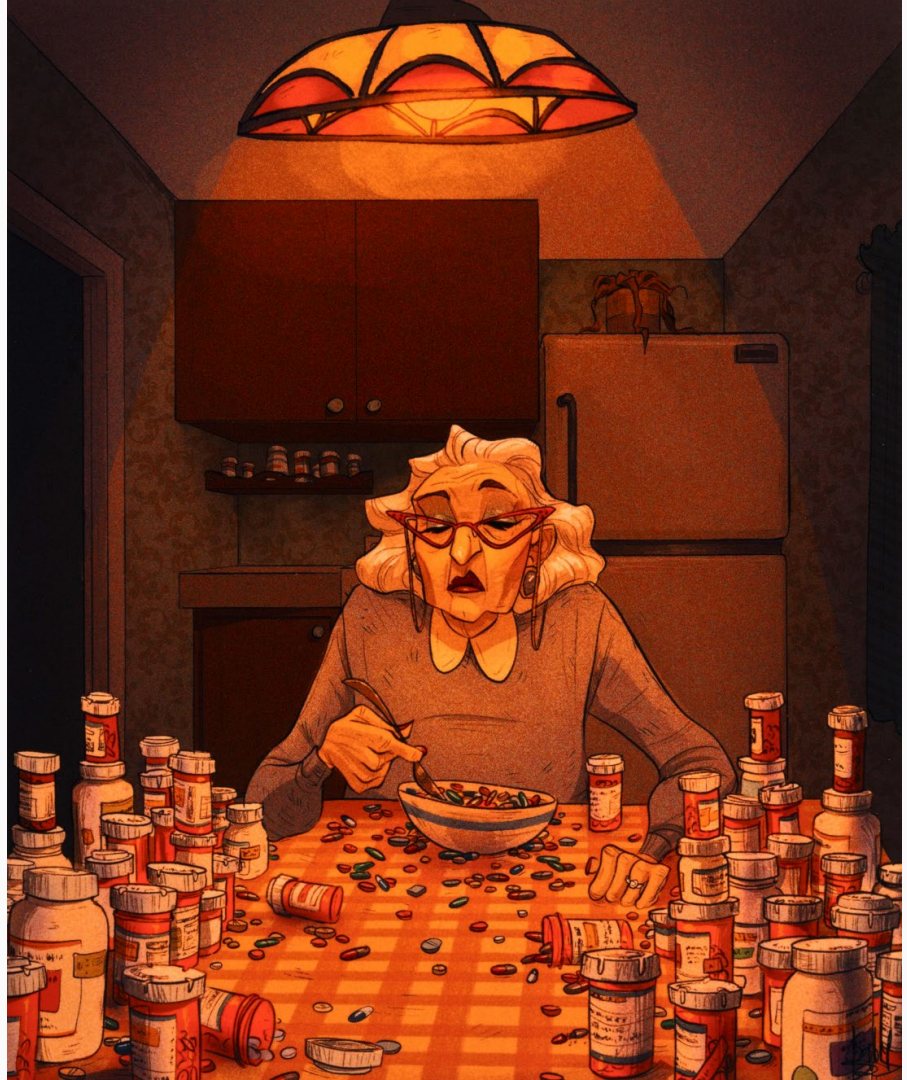
class: mammalia
order: primates
family: hominidae
genus: homo

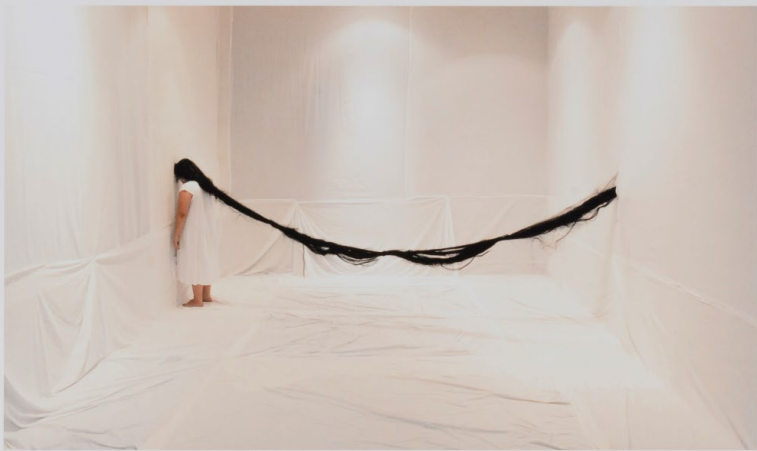
SPECIES: HOMO-SAPIEN

the spread of the large and increasing population of humans has profoundly affected much of the biosphere and millions of species worldwide. "early" modern humans first appeared in Africa, well developed in body, in primitive and unorganized temporal life. they are cultured through social behaviors and only access to small fire.

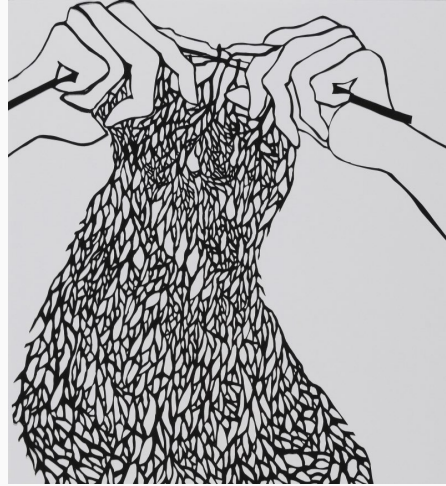
population	7.7 billion
sexes	male
average level	average
intelligence	high
height	1.75 m
weight	65 kg
color	white
skin	smooth
hair	short
eyes	blue
teeth	28
bones	206
organs	various
lives	80 years

Category: yellow





1. Stand, face against wall
2. Hair so long it extends to opposite wall
3. Attach hair to opposite wall, creating fence/barricade



DECOR

DECOR is a brand influenced by Miami's bold and vibrant Art Deco style focused solely on designing outdoor furniture. The SunSetter Chair is inspired by Miami's golden hour where the sun sits right on the horizon as it sets.

BOLD **VIBRANT** **ICONIC**

IDEATIONS

The SunSetter Chair is made of solid teak wood. The backrest is made of teak wood slats that are attached to the chair with a hidden hinge mechanism. The chair is designed to be foldable and easy to store.

Wooden slats with hidden ends enhance the seating area's texture.

Teak slats are attached to the backrest of the chair using a hidden hinge mechanism.





Drawing Portfolio Examples

Which may include but is not limited to the following among the possibilities of submission

Drawing (analog and digital)

Painting

Printmaking

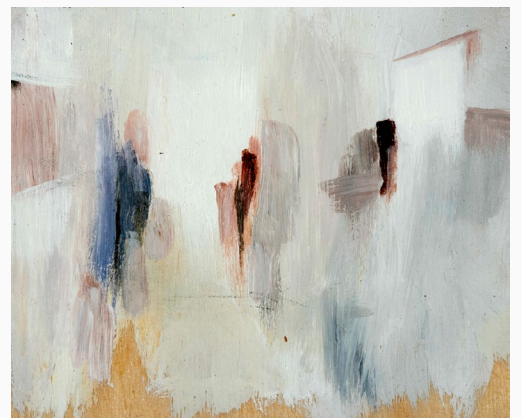
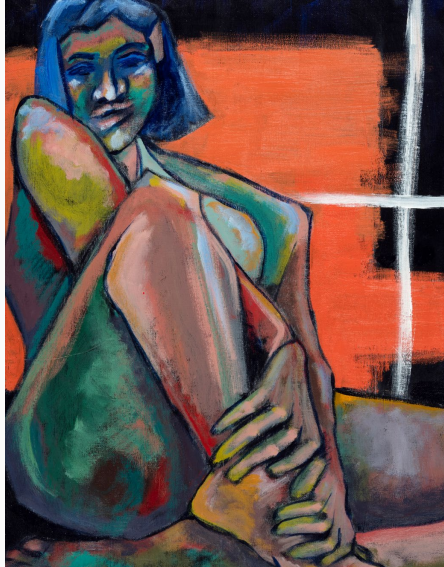
Mixed media

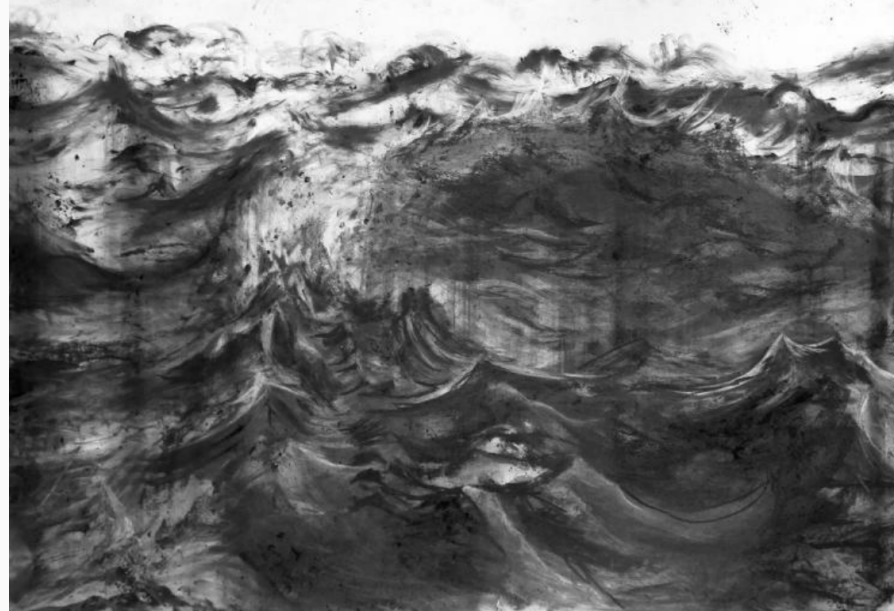
Any material both conventional
and unconventional that makes
any kind of mark on a surface.

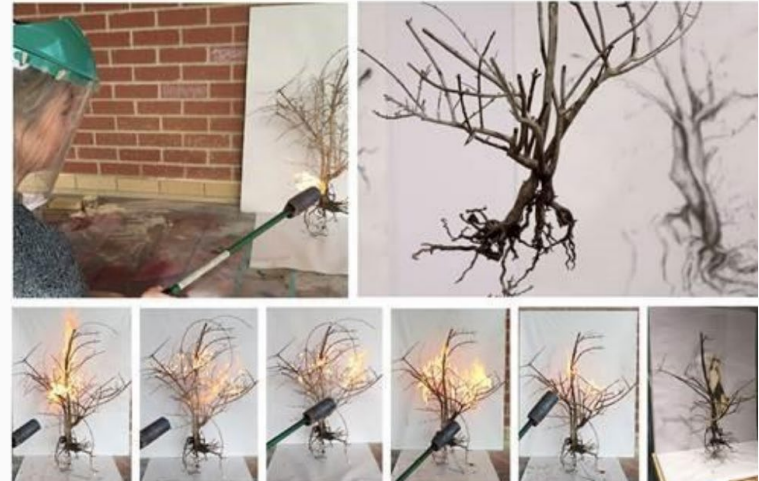


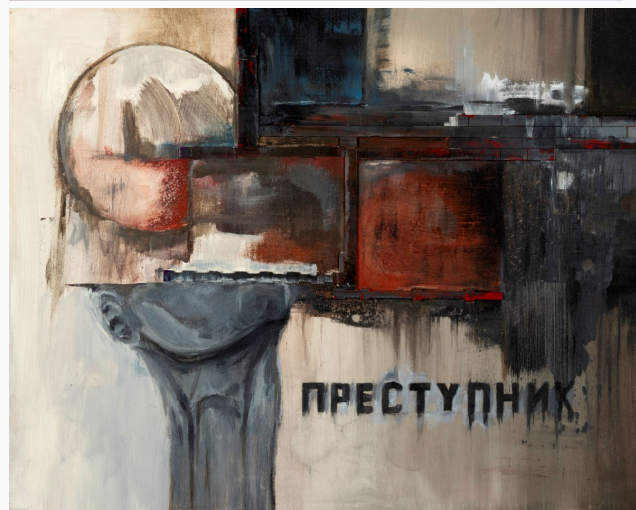
The finch
with a
dead man's
face
and the
deformed
hands of
a sinner

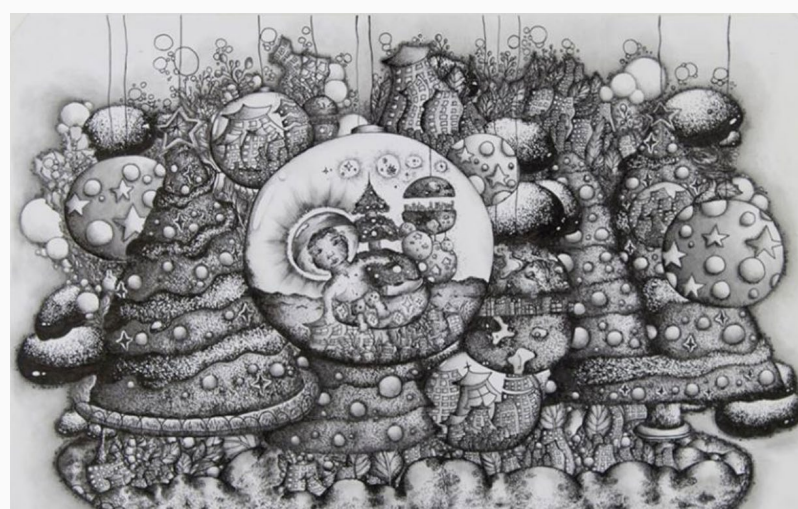
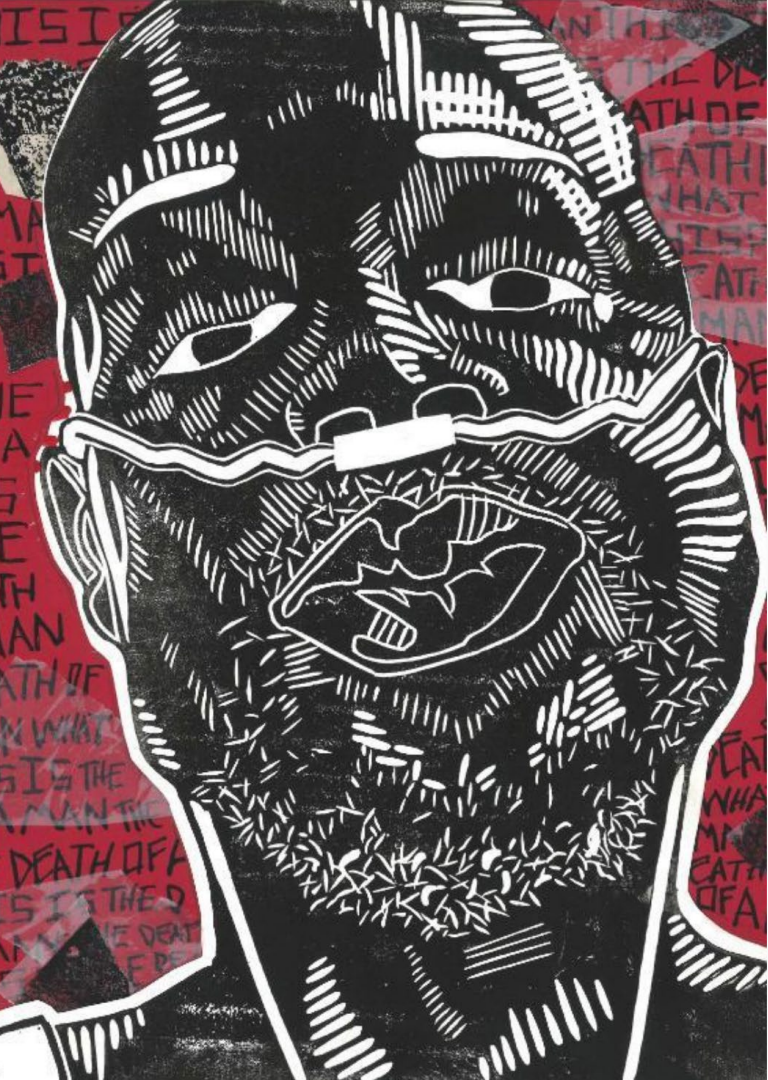


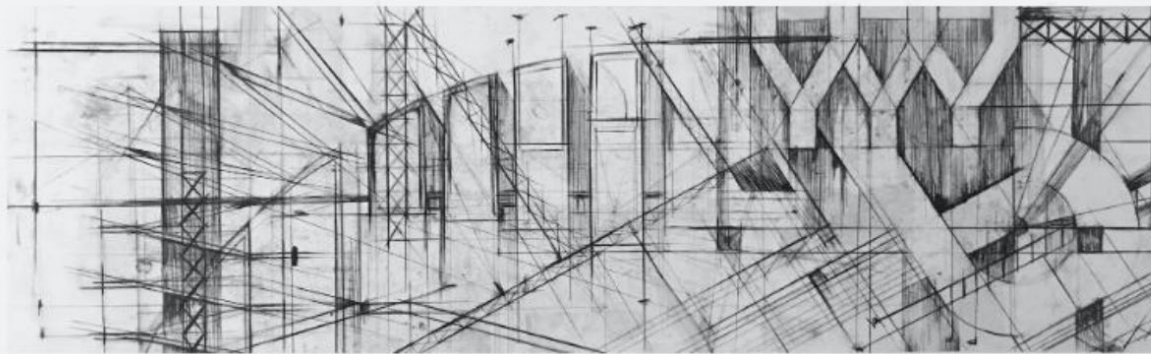












Having trouble telling the difference between the portfolio types?

That's because there is overlap in the portfolio types. Especially between 2D and Drawing.

Here's what College Board says.

"There is possible overlap among the three portfolio types. For instance, a student whose work focuses on 3-D art and design could submit, in their AP 3-D Art and Design Portfolio Exam, drawings and/or 2-D compositions associated with their 3-D work. These could include concept drawings of a sculpture or the floor plan of an architectural structure, for example. As you work, you may make pieces that diverge in format from your selected portfolio type."

It's important to keep your art focused on your chosen topic and if your art deviates from the portfolio type that it only does so for reasons that help you meet the rubric standards.

Differences and Overlaps

Important Note: There are no official limits on what kinds of media you can use in any portfolio. It really comes down to what you do with those materials

2D Art and Design

- Can include all forms of 2D art from pencil drawing to photography to fabric and collage to painting and printmaking.
- There are some examples of 2D art that have 3D elements included. However, the main focus is on the use of 2D elements and principles of design
- This section can overlap with drawing/painting but it also tends to generally include a much broader range of materials

3D Art and Design

- Can include all forms of 3D art from clay models to assemblage to fashion design, to installation or performance pieces.
- There may be elements of 2D design and drawing involved but the overall focus is on the 3D design principles.

Drawing

- Can include all forms of drawing, painting, and mark making.
- Can be digital art or traditional.
- There may be 3D elements included but the focus is on mark making.
- Stand alone photography would probably not fit here.
- Drawing generally tends to cover a less broad range of material possibilities than 2D design though there are many similarities and this is not an official rule but a general trend you'll observe in example portfolios.

Choosing your portfolio type: (We are only offering 2D at IMG Academy)

First decide if you want to be in the
3D Design Category **or** 2D Design / Drawing (We are only offering 2D at IMG Academy)

Now, if you need to decide between 2D and Drawing first consider what materials you might use.

- 2D generally tends to include a broader range of materials. Though this is not an official rule, but rather a trend when looking at given portfolio examples. So if you're using more unusual supplies such as fabric or weaving you may want to stick with 2D. Photography is also included in 2D.
- If you are using paint, drawing materials, printmaking, or mixed media you can still do either.

To make your final decision consider what each portfolio focuses on and ask yourself what you want to focus on

Drawing focuses on the use of drawing skills, including mark-making, line, surface, space, light and shade, and composition. Consider marks that can be used to make drawings, the arrangement of marks, the materials and process.

2D Design focuses on the use of 2-D elements and principles, including point, line, shape, plane, layer, form, space, texture, color, value, opacity, transparency, time, unity, variety, rhythm, movement, proportion, scale, balance, emphasis, contrast, repetition, figure/group relationship, connection, juxtaposition, and hierarchy. Consider how materials, processes, and ideas can be used to make work that exists on a flat surface.

Plagiarism! ABSOLUTELY NO AI!



IMPORTANT: It's unethical, constitutes plagiarism, and often violates copyright law to simply copy someone else's work or imagery (even in another medium) and represent it as one's own. College Board reserves the right to decline to score an AP Art and Design Portfolio Exam or cancel an AP Art and Design Portfolio Exam score when misconduct occurs, such as copying another person's work.

ALL OF YOUR WORK MUST BE COMPLETELY ORIGINAL AND NOT COPIED FROM OTHER ARTISTS OR PHOTOGRAPHS, **OR** CREATED WITH THE USE OF ARTIFICIAL INTELLIGENCE (AI)! You should try to work from your own photo references whenever possible. No use of AI for the writing prompts either!

Let's get started!

The portfolio will focus on working and developing ONE theme deeply and thoroughly for your Sustained Investigation or SI. Your theme must be in the form of a question. This summer you will brainstorm topics for your SI, as well as, spend time working on pieces and gathering ideas.

Start formulating questions to guide your sustained investigation. This inquiry should be based on your own experiences and ideas. Here are some steps to help you create your question that will guide your art through the year.

1. **WHAT** topic do you want to make your art about?
Example: "I want to make art about the environment."
2. **WHY** do you want to make art about this?
Example: "because humans are trashing it and taking it for granted."
3. **DIG DEEPER:** Why is that significant to you personally? GET SPECIFIC
Example: "because pollution is ruining the Bay where I live"
4. **Put it all together** in a question that gets at what you want to investigate.
"How does human trash impact the Bay?" Be more specific "How often do we use single-use plastics without realizing it?"
5. **Lastly**, is this something you are interested and invested in enough to do an entire year's worth of art on that topic?

Getting started

Here's a few sentence starters to help you structure your inquiry question. Your question does not have to fit into this format, but these are useful if you are struggling:

"I understand that but then why...?"

"I experienced thisand it makes me wonder...?"

"If then why/how...?"

Important note: You will start the year with one question, but as you create art your question should change and evolve. Your question may splinter into multiple, more specific questions. Your Sustained Investigation should be a living breathing investigation that can grow as you grow. Much like a tree that grows and branches out. There may be many branches but they are all connected to the central trunk.

Next up

Now that you have an idea of what this course is all about you're ready to go check out some portfolio examples and start your summer work.

2D Design Example Portfolios: <https://apcentral.collegeboard.org/courses/ap-2-d-art-and-design/portfolio/past-exam-questions>

- Sustained Investigation Examples 2023:
<https://apcentral.collegeboard.org/media/pdf/ap23-2d-art-and-design-full-portfolio.pdf>
- Selected Works Student Examples 2023:
Score of 5: <https://apcentral.collegeboard.org/media/pdf/ap23-2d-art-and-design-selected-works-score-5.pdf>
Score of 4: <https://apcentral.collegeboard.org/media/pdf/ap23-2d-art-and-design-selected-works-score-4.pdf>
Score of 3: <https://apcentral.collegeboard.org/media/pdf/ap23-2d-art-and-design-selected-works-score-3.pdf>
Score of 2: <https://apcentral.collegeboard.org/media/pdf/ap23-2d-art-and-design-selected-works-score-2.pdf>
Score of 1: <https://apcentral.collegeboard.org/media/pdf/ap23-2d-art-and-design-selected-works-score-1.pdf>

Teacher Contact Info

Cassia Kite, M.Ed.

Cassia.kite@img.education

IMG Academy, Room 104

2D AP Art + Design Summer Assignment 2024-2025

The required work this summer will give you a head start on your work during the school year. Your work is due on the first day back at school. We will discuss these projects, sketches, and written work as a class. You will be graded on this with the expectation that you will produce advanced level work as this is a course with college level expectations. DON'T WAIT UNTIL JULY TO START. These assignments are designed to be done a little bit at a time throughout the whole summer.

Intro to AP (Not graded- this is just to help you get you started)

1. View Powerpoint Presentation/pdf to get an understanding of what you will do in AP (see attached pdf).
2. View examples of AP portfolios on the AP website. Pay attention to what they scored and why. Start making connections as to what you are trying to achieve this year. Identify differences between different types of portfolios.
 - 2D Design Example Portfolios: 2D Design Example Portfolios:
<https://apcentral.collegeboard.org/courses/ap-2-d-art-and-design/portfolio/past-exam-questions>
 - Sustained Investigation Examples 2023:
<https://apcentral.collegeboard.org/media/pdf/ap23-2d-art-and-design-full-portfolio.pdf>
 - Selected Works Student Examples 2023:

Score of 5:

<https://apcentral.collegeboard.org/media/pdf/ap23-2d-art-and-design-selected-works-score-5.pdf>

Score of 4:

<https://apcentral.collegeboard.org/media/pdf/ap23-2d-art-and-design-selected-works-score-4.pdf>

Score of 3:

<https://apcentral.collegeboard.org/media/pdf/ap23-2d-art-and-design-selected-works-score-3.pdf>

Score of 2:

<https://apcentral.collegeboard.org/media/pdf/ap23-2d-art-and-design-selected-works-score-2.pdf>

Score of 1:

<https://apcentral.collegeboard.org/media/pdf/ap23-2d-art-and-design-selected-works-score-1.pdf>

Part 1: Brainstorm and Journaling (graded assignment)

Use a 2-page spread in your sketchbook and create a list of at least 10 solid ideas for your Sustained Investigation theme. Fill a page with those ideas and branches from those ideas to explore each one in writing and visuals. Allow a free flow of thought and don't worry about what's good or bad in the beginning. Just write, respond, and explore.

Check out these super useful articles to help with brainstorming ideas:

- [Art Project Ideas: A Guide to Subject Matter Selection](#)
- [How to Avoid the Cliché in a High School Art Project](#)
- [How to Make a Mind Map: Creative Examples for High School Art Students](#)

This part of your summer work could potentially be done quickly, but it's worth noting that this is one of the most important parts of the year because the sustained investigation idea you settle on will be the foundation for an entire year's worth of art. I suggest starting this page and then coming back and adding to it throughout the summer. Feel free to expand onto more pages if inspiration hits or if you're struggling with ideas.

Journaling- Respond to Experiences

Listen to music, eat food, read books, watch movies, interview people, talk/listen. Once a week, journal about something you've experienced. This is mostly about writing your thoughts like a journal, but you can also sketch and doodle too. You should have 8 weeks' worth of entries. Date each entry. Write at least 10 sentences for each entry. Don't make this just a list of what you did each week. Instead, strive to contemplate your experiences and write about how they made you feel or what they made you think and what questions they make you consider. You can do this in a sketchbook or notebook.

Part 2: Research (Graded assignment)

- 5 Artists that inspire you! In your sketchbook, create a list of 5 artists (alive, dead, social media, world-famous, etc.) who create work you find visually or conceptually interesting. Feel free to include some examples of their work (print off and glue to your sketchbook pages) and tell me what you like about them and why. Research information about them (place of birth, career highlights, education) and write it down in your sketchbook. **Use 2 pages per artist** (total of 10 sketchbook pages). Cite where you got your information from (Wikipedia, pinterest, etc...)
- Create a Canva account using your img.education email account. Join the 2DAP Art + Design Summer Assignments Canva class and make a Canva presentation to document your summer assignments. Start by photographing your sketchbook pages per artist and create one composite slide per artist in Canva. Link to Canva folder:
<https://www.canva.com/brand/join?token=C6LNjqQZp0BNX2b9qXmTEw&brandingVariant=edu&invitationDestinationType=group>
- Take a series of photos (at least 30 photos) of objects, people, places, or moments that are of some significance or interest to you. Preferably choose things with personal meaning to yourself. Save your best 30 photos to a few slides within a Canva presentation and label the presentation "AP Research". You'll share a link to this album with the teacher when school starts back.

- Next, create a Pinterest board titled “AP Research” and add at least 50 artworks whose style influences your art style. Follow some of the artists on social media if they have good ones. If you have existing Pinterest boards then spend some time organizing them for use as AP inspiration. You’ll share a link to your Pinterest board with the teacher when school starts back. Here’s Mrs. Kite’s pinterest site to get some ideas:
<https://www.pinterest.com/cassiakiteart/saved/>

Part 3: Sketchbook Experiments (Graded Assignment)

Start sketching out an idea for your first sustained investigation work. Specify which medium(s) you are interested in exploring. Consider experimenting with a variety of different mediums in your sketchbook (ex: graphite, watercolor paint, paint pens, gouache, etc...)

2D Design and Drawing

Create 1 sketchbook experimental artwork in response to some of the photos you took earlier. How you visually respond to the photo is up to you. Try to be inventive and creative with it rather than just making a strict copy. Use up a whole page in your sketchbook for this experiment. Pick out 2 principles of design to focus on with this artwork. Use any materials. Create a 2nd sketchbook artwork in response to some of the photos you took earlier. This time, focus on your drawing skills and mark making. Experiment with drawing or painting materials.

Part 4: Begin Sustained Investigation (graded)

1. Return to your brainstorm ideas.
Narrow your Sustained Investigation ideas down to your 2 favorite ideas. Expand the idea in writing. Be specific. Describe what and why.
2. Thumbnails.
Draw 10 loosely detailed thumbnails based on your 2 favorite ideas. These should be at least 2 to 4 inches in size and have some loose shading to indicate depth and form. These can be sketchy but they should have some clarity to them.
3. Create.
Complete 1 finished artwork based on your favorite idea for your Sustained Investigation. Do the best you can and know that you can still change your theme after school starts if you don’t like the results of your art. The most important thing is that you have the experience of finishing an artwork for your sustained investigation so that we can discuss the results when we return to school and move forward from there. You’re encouraged to create more artworks for your S.I. if you feel inspired to do so.

Suggested Timeline

Mark each thing off as you complete the assignments.

June 3rd- June 7th	Journal this week's experiences	Intro to AP: Review instructions, PowerPoint, and portfolio examples. Focus on 2D AP Art. See attached pdf.
June 10th - June 14th	5 Artists that inspire you!	In your sketchbook, create a list of 5 artists (alive, dead, social media, world-famous, etc.) who create work you find visually or conceptually interesting. Feel free to include some examples of their work and tell me what you like about them and why. Research information about them (place of birth, career highlights, education) and write it down in your sketchbook. Use 2 pages per artist (total of 10 sketchbook pages).
June 17th- June 21th	Journal this week's experiences	Part 1: Brainstorm in sketchbook.
June 24th- June 28th	Journal this week's experiences	Part 2: Research: Take photos, upload to album, create Pinterest board, create Canva and join the 2DAP Art + Design folder. Create Canva presentation on your 5 Artist that inspire you!
July 1st- July 5th	Journal this week's experiences	Part 3: First Sketchbook
July 8th - 12th	Journal this week's experiences	Part 3: Second Sketchbook
July 15th - 19th	Journal this week's experiences	Part 4: Begin Sustained Investigation Create 10 thumbnails
July 22nd – August 2	Journal this week's experiences	Part 4: Create 1 complete artwork for Sustained Investigation
August 5- end of summer	Journal this week's experiences	Try planning out at least 3 sustained investigations, or complete 3 before arriving to IMG. Bring them with you if you can.
	First day of school. Summer work due	

VOCABULARY

ELEMENTS OF ART: The visual components of color, form, line, shape, space, texture, and value.

Line An element of art defined by a point moving in space. Line may be two-or three-dimensional, descriptive, implied, or abstract.

Shape An element of art that is two-dimensional, flat, or limited to height and width.

Form An element of art that is three-dimensional and encloses volume; includes height, width AND depth (as in a cube, a sphere, a pyramid, or a cylinder). Form may also be free flowing.

Value The lightness or darkness of tones or colors. White is the lightest value; black is the darkest. The value halfway between these extremes is called middle gray.

Space An element of art by which positive and negative areas are defined or a sense of depth achieved in a work of art .

Color An element of art made up of three properties: hue, value, and intensity.

Hue: name of color

Value: hue's lightness and darkness=a color's value changes when white or black is added

Intensity: quality of brightness and purity

High intensity= color is strong and bright; *low intensity=*color is faint and dull

Texture An element of art that refers to the way things feel, or look as if they might feel if touched.

PRINCIPLES OF ART: Balance, emphasis, movement, proportion, rhythm, unity, and variety; the means an artist uses to organize elements within a work of art.

Rhythm: A principle of design that indicates movement, created by the careful placement of repeated elements in a work of art to cause a visual tempo or beat.

Balance: A way of combining elements to add a feeling of equilibrium or stability to a work of art. Major types are symmetrical *and asymmetrical*.

Emphasis (contrast): A way of combining elements to stress the differences between those elements.

Proportion: A principle of design that refers to the relationship of certain elements to the whole and to each other.

Gradation: A way of combining elements by using a series of gradual changes in those elements. (large shapes to small shapes, dark hue to light hue, etc)

Harmony: A way of combining similar elements in an artwork to accent their similarities (achieved through use of repetitions and subtle gradual changes)

Variety: A principle of design concerned with diversity or contrast. Variety is achieved by using different shapes, sizes, and/or colors in a work of art.

Movement A principle of design used to create the look and feeling of action and to guide the viewer's eye throughout the work of art.