



Art & Design Foundation Program 2023/2024 Information Package

The **Foundation Program** is a twice-weekly year-long program for students who are ready for a more in-depth and focused approach to their art practice where they can build skills, discover their interests, and form a community of like-minded artistic peers. Students are grouped in cohorts by age: 7-8 years, 9-10 years, and 11-12 years and will benefit from expanded learning opportunities including formal exhibitions, group critique practice, and field trips.

It is designed to provide a well-rounded multidisciplinary experience for students with an emerging interest in Art & Design. They will learn key concepts of craft and technique and develop a strong base of visual literacy, communication and design across multiple mediums.

The program offers Core plus Elective packages, providing a structured curriculum that combines a core discipline with a rotation of related creative practices. Students will explore their familiar medium as a foundation while also experimenting with new forms of working. This approach exposes them to diverse creative practices and encourages exploration and experimentation within their chosen discipline.

EXPANDED LEARNING OPPORTUNITIES

The Foundation Program also involves expanded learning opportunities to further curricular learning goals and intended outcomes. These opportunities include: field trips, group critique, and formal exhibitions.

Last year students took a field trip to the Queen Elizabeth Theatre where they received a tour and workshop from exhibiting Artist-in-Residence Sylvan Hamburger to create a large-scale and collaborative art piece inspired by themes and materials found in his work including felt and deconstructed musical instruments.

HOW DO I REGISTER?

Email us at registration@artsumbrella.com or call the Student Services team during business hours at:

604-681-5268 | Granville Island

For more information, email jwardell@artsumbrella.com



BURSARY & PAYMENT PLAN OPPORTUNITIES

The **Arts Umbrella Bursary Fund** allows hundreds of children to register in tuition-based programs at a reduced rate, based on your family's financial need. Applications for bursary funding are open to everyone. To view eligibility and submission details, download the application package at artsumbrella.com/scholarships-bursaries/

If you have questions, please contact:

bursaries@artsumbrella.com | 604-681-5268

CLASS SCHEDULE & INFORMATION

	Core Class	Pkg	Type	Day	Time	Cost	
Drawing & Painting	7-8 years	A	Core	Mon	16:00-17:30	\$2,244	
			Elective	Wed	16:00-17:30		
		B	Core	Fri	17:45-19:15		
			Elective	Wed	17:45-19:15		
	9-10 years	A	Core	Fri	16:00-17:30		
			Elective	Wed	16:00-17:30		
B		Core	Mon	17:45-19:15			
		Elective	Wed	17:45-19:15			
Digital Media	7-8 years	C	Core	Fri	16:00-17:30	\$2,244	
			Elective	Wed	16:00-17:30		
		C	Core	Fri	17:45-19:15		
			Elective	Wed	16:00-17:30		
	9-10 years	C	Core	Fri	17:45-19:15		\$2,618
			Elective	Wed	16:00-17:30		
C		Core	Mon	16:00-18:00			
		Elective	Wed	16:00-17:30			



PACKAGE A – FINE ART

Foundation Program packages utilizing the Drawing & Painting core discipline is designed for students who wish to expand beyond a traditional visual arts practice and experiment with different tools, materials, and processes to develop a multidisciplinary, tactile and material-based foundation in Art & Design. Package A is a combination of essential Fine Art practices.

CORE

Drawing & Painting

Students will hone their technical skills and explore new modes of representation using traditional and non-traditional methods. Students will use the basic elements and principles of Art & Design to engage in a variety creative and experimental approaches to art-making. They will produce work from a variety of perspectives including reference, observation, or imagination to discover the transformative potential of marks on a surface.

ELECTIVES

Printmaking

Students explore various printmaking techniques including block printing, monoprinting, digital, engraving, stencils and more. Students will learn the entire printmaking process from sketching to plate creation and printing to collage. This course encourages students to consider design elements such as space, texture, design and pattern as well as working with multiples or in a series.

Sculpture

Students create 3D works (or bring 2D pieces to life with added 3D elements) by transforming and combining different materials including wood, textiles, paper, paint, thread, and more. Students are taught and encouraged to use fundamental design elements such as space, texture, and line and develop building skills such as cutting, sculpting, and gluing.

Digital Media

Students build media and computer literacy through expressive creative projects, working with various software in our Mac Lab. Students learn to edit, manipulate, and create digital artwork using their own drawings and photographs as well as downloaded media, practicing internet safety. As students gain an understanding of the tools, techniques, and workflows of digital art and design they will move from using software such as Kid Pix, Photoshop and GDevelop to more in-depth tools such as Illustrator, Premiere Rush, and GarageBand.



PACKAGE B – APPLIED ART

Foundation Program packages utilizing the Drawing & Painting core discipline is designed for students who wish to expand beyond a traditional visual arts practice and experiment with different tools, materials, and processes to develop a multidisciplinary, tactile and material-based foundation in Art & Design. Package B is a combination of essential Applied Art practices.

CORE

Drawing & Painting

Students will hone their technical skills and explore new modes of representation using traditional and non-traditional methods. Students will use the basic elements and principles of Art & Design to engage in a variety of creative and experimental approaches to art-making. They will produce work from a variety of perspectives including reference, observation, or imagination to discover the transformative potential of marks on a surface.

ELECTIVES

Architecture

Students learn the fundamentals of architectural design, from sketching to model making, developing their creative problem-solving skills as they lay out floor plans and build 3D structures using cardboard and mixed media. Classes for older students focus on developing more conceptually rigorous designs, through projects based on real-life urban design and architecture case studies.

Ceramics

Students delve into the world of pottery and ceramic design as they bring concept sketches to life and explore contemporary approaches to an age-old practice. This class focuses on the technique of wheel-throwing alongside fundamental hand-building techniques such as pinch pot, coil, and slab work to create thrown or manipulated fired-ceramic objects and will also include the use of mixed glazes to finish.

Digital Media

Students build media and computer literacy through expressive creative projects, working with various software in our Mac Lab. Students learn to edit, manipulate, and create digital artwork using their own drawings and photographs as well as downloaded media, practicing internet safety. As students gain an understanding of the tools, techniques, and workflows of digital art and design they will move from using software such as Kid Pix, Photoshop and GDevelop to more in-depth tools such as Illustrator, Premiere Rush, and GarageBand.



PACKAGE C – DIGITAL MEDIA

The Foundation Program package utilizing Digital Media as a core discipline is designed for students who wish to explore established, new and emerging technologies and connect those digital creative practices to the essential elements of storytelling, world-building, and personal voice to develop a digital and media-literate foundation in Art & Design.

CORE

Digital Media

Students build media and computer literacy through expressive creative projects, working with various software in our Mac Lab. Students learn to edit, manipulate, and create digital artwork using their own drawings and photographs as well as downloaded media, practicing internet safety. As students gain an understanding of the tools, techniques, and workflows of digital art and design they will move from using software such as Kid Pix, Photoshop and GDevelop to more in-depth tools such as Illustrator, Premiere Rush, and GarageBand.

ELECTIVES

Animation

Students explore both traditional and stop-motion methods of animation as they consider all aspects of the creative process from narrative structures and storytelling to character design and world-building. They will use professional animation software including Dragon Frame to delve deep into the unique mechanics of time, motion, sound, and special effects.

Cartooning

In this class, students create text and image based narratives through the creative conventions of cartooning. Fundamental Art & Design elements such as composition, visual balance, movement, and scale are considered in close detail. Through pen and ink or pencil and marker, the fine motor skills of breathing life into the combination of character, story and illustration are central to the art of cartooning.

Illustration

Students will hone their technical skills and explore new modes of representation using traditional and non-traditional methods. Students will use the basic elements and principles of Art & Design to engage in a variety creative and experimental approaches to art-making. They will produce work from a variety of perspectives including reference, observation, or imagination to discover the transformative potential of marks on a surface.