

# VISUAL ARTS



The Visual Arts Program at the South Carolina Governor's School for the Arts and Humanities serves the needs of talented and gifted eleventh- and twelfth-grade students of South Carolina. There are approximately sixty students in a two-year program taught by a faculty of recognized artists/teachers. Emerging visual artists attend this intensive program to build on and develop artistic, conceptual and creative skills, as well as attain the discipline and confidence necessary to investigate their own imagery and self-expression.

Students learn to relate and recognize art from diverse cultures and periods, and have exposure to studio practices in animation, architecture, ceramics, computer graphics imagery (CGI), drawing, graphic design, metals, painting, photography, printmaking, and sculpture. Critical thinking and aesthetic valuing are strengthened with group and individual critiques, problem-solving assignments, and jury reviews at the end of each semester.

Visual arts facilities include studios for architecture and design, painting and drawing, graphic design, animation, ceramics, metals, photography, printmaking, and sculpture; a visual arts lecture room; a bronze casting foundry; and the Lipscomb Family Foundation gallery. Students work side-by-side with established artists and academic instructors on pre-professional portfolios, AP Art History, and intensive studio classes in preparation for higher education and ultimately careers in the arts. Some students choose to submit AP portfolios in addition.

## ***ADMISSION***

The application process contains multiple components. These include examples of work sent and brought in for adjudication, a drawing workshop, a sketchbook review, an in-depth interview, art-historical research, and an evaluation of academic standing. Visual arts students apply in their sophomore year for admission to the two-year program as juniors. See [scgsah.org/admissions](http://scgsah.org/admissions).

## ***CURRICULUM***

The curriculum consists of a Foundation (Junior) year and a Concentration (Senior) year. Studio courses are intensives in block form. Each term, students are required to keep sketchbooks which serve as one of the components of an end-of-semester jury.

### **Foundation (Junior) Year**

The foundation year establishes the language common to all the visual arts. Courses are arranged sequentially to maximize the learning experience and structured to emphasize concepts through the solving of visual problems. Principles and elements of design are presented in the first-semester core courses. Visual elements are presented across the curriculum at approximately the same time to facilitate their use as formal language and as tools for self-expression.

#### **First Semester**

Honors Two-Dimensional (2-D) Design, .5 units  
Honors Three-Dimensional (3-D) Design, .5 units  
Honors Drawing I (Observational), .25 units  
Honors Graphic Design I, .5 units  
Honors Animation I (Motion Design), .5 units  
Honors Visual Language (Aesthetics and Theory),  
Pass/Fail

The second-semester courses build on the visual language introduced in semester one. Students are required to take Honors Painting I, Honors Sculpture I, Animation II, Honors Drawing II, 2-D Studio (nine-week units each in Honors Photography I and Honors Printmaking I), 3-D Studio (nine-week units each in Honors Ceramics I and Honors Metals I), and Career Preparation.

#### **Second Semester**

Honors Painting I, .5 units  
Honors Sculpture I, .5 units  
Honors Animation II (Intro to CGI), .25 units  
Honors Architecture I, .25 units  
Honors Printmaking I, .25 units  
Honors Photography I, .25 units  
Honors Metals I, .25 units  
Honors Ceramics I, .25 units  
Honors Drawing II (Life), Pass/Fail  
Career Preparation, Pass/Fail

### **Senior Year**

The senior year offers a variety of studio experiences as well as an area of concentration during the second semester. Students are expected in this year to apply the visual language learned in the foundation year in complex and intellectually rigorous works of art. For the fall semester, seniors select one of the following three options: Painting, Sculpture, or Animation.

Seniors choose one 2-D Studio (Graphic Design, Photography, Printmaking) and one 3-D Studio (Ceramics, Metals, Architecture) for their fall semester. All students are required to take Art History, Senior Life Drawing, and Portfolio Preparation. Second semester seniors take Senior Concentration and its accompanying Research Methods for the Artist course in addition to a 2-D or 3-D Studio elective.

### Third Semester

Honors Painting II, Honors Sculpture II, or Honors Animation III, .5 units  
Honors Drawing III, .5 units  
Honors 2-D Studio Elective, .5 units  
Honors 3-D Studio Elective, .5 units  
Honors AP or Honors Art History, .5 units  
Honors Portfolio Preparation and Themes in Contemporary Art, Pass/Fail

### Final Semester

Honors Senior 2-D/3-D Studio Elective, .5 units  
Honors Drawing IV, .5 units  
Honors AP or Honors Art History, .5 units  
Honors Studio Concentration, 1 unit  
Honors Research Methods for the Artist, Pass/Fail  
Honors Bronze Casting, Pass/Fail (Elective)

## FACULTY

**Martha Epp-Carter**, *Printmaking, Drawing, Themes in Contemporary Art, Portfolio Preparation, Visual Language*  
BS (Mass Communication), Boston University  
MA (Counseling Psychology), Lesley University  
BFA (Painting), Massachusetts College of Art and Design  
MFA (Printmaking), Clemson University

**David Gerhard**, Department Chair  
*Graphic Design, Drawing, Art History*  
MFA (Visual Arts), Clemson University  
BA (Communications, Art), Sonoma State University

**Ben Gilliam**, *Metals and Jewelry, 3-D Design, Bronze Casting, Gallery Director*  
MFA (Metals/Jewelry),  
Tyler School of Art at Temple University  
BFA (Metals/Jewelry), Indiana University of Pennsylvania

**Jeffrey Martell**, *Animation, Motion Design, CGI, Drawing, Research Methods*  
BFA (Film and Television), Tisch School of the Arts at  
New York University

**Cary Perkins**, *Architecture*  
M.Arch, Clemson University  
BFA (Studio Art), Converse College

**Elaine Quave**, *Ceramics*  
MFA (Ceramics), Tyler School of Art at Temple University  
BFA (Crafts), University of the Arts

**Joseph Thompson**, *Sculpture, 3-D Design, Drawing, Bronze Casting, Visual Language, Research Methods*  
MFA (Sculpture), Clemson University  
BSA Ed (Art Education), University of Georgia

**Carlyn Tucker**, *Photography, 2-D Design, Career and Portfolio Preparation*  
MFA (Photography), University of Washington  
BFA (Photography), Tyler School of Art at  
Temple University

**Paul Yanko**, *Painting, Drawing, 2-D Design*  
MFA (Painting), Kent State University  
BFA (Illustration), Cleveland Institute of Art

### Guest Artists

Students also benefit from working with departmental guests throughout the school year. Past guests have included such artists as multi-media artist Laurie Anderson, sculptor Joyce Scott, art critic Jerry Saltz, photographer Mark Abrahamson, and conceptual artist Mel Chin.

## STUDENT ACHIEVEMENTS

Visual arts students have placed in national, state, and regional competitions and have been admitted with scholarships to pre-college summer programs throughout the country. In addition, they have interned at major graphic design firms and worked in community-based arts projects and programs. Alumni have gone on to undergraduate and then graduate programs at major universities, colleges, and schools of art and design with significant scholarships and are active professionally in a variety of fields.