Visual Arts

Career Goal (O*NET Code:) Fashion Designer (27-1022), Sketch Artist (27-1013), Commercial & Industrial Designer (27-1021).

Cluster Overview: Designing, producing, exhibiting, performing, writing, and publishing multimedia content including visual and performing arts and design, journalism, and entertainment services.

SUGGESTED COURSEWORK

High School

9th

Core Courses:	English I Algebra I Biology	World Geography Languages other than English Health/PE or Equivalent
Career-Related Electives:	Personal and Family Development or Art I	

10th

Core Courses:	English II Geometry Chemistry	World History Languages other than English II Technology Applications
Career-Related Electives:	Apparel or Textile and Apparel Design or Business Image Management and Multimedia** or Art II	

11th

Core Courses:	English III Mathematical Models with Applications Physics	US History PE or Equivalent Languages other than English II
Career-Related Electives:	Textile and Apparel Production, Management, and Services I* or Management	

12th

Core Courses:	English IV Algebra II Environmental Systems	Government/Economics Fine Arts
Career-Related Electives:	Textile and Apparel Production, Management, and Services II* or Family and Career Management or Independent Study	

PostSecondary

On-the-Job Training

Assistant to Designer
Craft Store Sales Clerk
Cutting Assistant
Fabric Salesperson
Merchandise Displayer
Paint Salesperson
Retail Clothing Sales Associate
Wallpaper Salesperson

NOTE: These experiences may be started and/or completed as part of the high school experience.

Certificates

OSHA CareerSafe

NOTE: Students may earn all or part of these certificates as part of the high school experience.

Career Options:

Associate's Degrees

15 hours General Education Core

Cluster Foundation

Students must have portfolio development and presentation course(s)

POS Specific Courses

Drawing I (ARTS 1X16) **OR** Basic Illustration (ARTC 1X09)
Art Appreciation (ARTS 1X01) **OR** Survey of Art History (ARTS 1X03)
Computer Illustration (ARTC 1X53) **OR** Introduction to Computer Graphics (ARTC 1X25)
Digital Art I (ARTS 2X48) **OR** Digital Imaging I (ARTC 1X02)
Introduction to Mass Production (FSHN 1X23)
Fashion Sketching (FSHD 1X22)
Art for Fashion (FSHD 1X13)
Fashion History (FSHD 1X11)
2D Design (ARTS 1X11)
3D Design (ARTS 1X12)
Draping (FSHD 2X06)

Career Options:
Assistant Technical Designer
Merchandise Displayer
Visual Merchandiser

Certificates, Licenses & Credentials
Industry specific

Bachelor's Degrees

Art-Design
Fashion Design
Clothing, Textiles, & Merchandising-Apparel Design & Manufacturing

Career Options:
Chief Designer
Design Department Head
Designer
Illustrator
Pattern Designer
Sketch Artist

Graduate Degrees

Art-Design
Clothing, Textiles, & Merchandising
Family & Consumer Sciences-Fashion & Textiles
Family & Consumer Sciences-Textiles & Apparel
Fashion Design

Career Options:
Costume Designer
Design Instructor/Professor
Graphic Designer
Head Designer
High-Fashion Designer
Magazine Editor

EXTENDED LEARNING EXPERIENCES

Curricular Experiences:
Business Professionals of America
Family, Career and Community Leaders of America
Future Business Leaders of America

Career-Based Learning Experiences:
Career Preparation (Paid/Unpaid)
Internship
Job Shadowing

Extracurricular Experiences:
Art Club
Educational Tours
Language Immersion Programs
School Newspaper
Speech & Debate Team
UIL Academic Competition
Yearbook

Service Learning Experiences:
Campus Service Organizations
Community Service Volunteer
Peer Mentoring/Peer Tutoring
Student Government

Professional Associations:
Fashion Group International
International Textile & Apparel Association
Texas Association of Family & Consumer Sciences

*** May substitute for the required credit for Physical Education**
**** Satisfies the required credit for Technology Applications**
***** May substitute for the required credit for Health Education**

Students should take Advanced Placement (AP), International Baccalaureate (IB), dual credit, Advanced Technical Credit (ATC), or locally articulated courses, if possible.

This plan of study serves as a guide, along with other career planning materials, for pursuing a career path and is based on the most recent information as of 2007. All plans should meet High School graduation requirements as well as college entrance requirements. Students may select other elective courses for personal enrichment purposes.