

# North Tonawanda High School

## Visual Arts Program

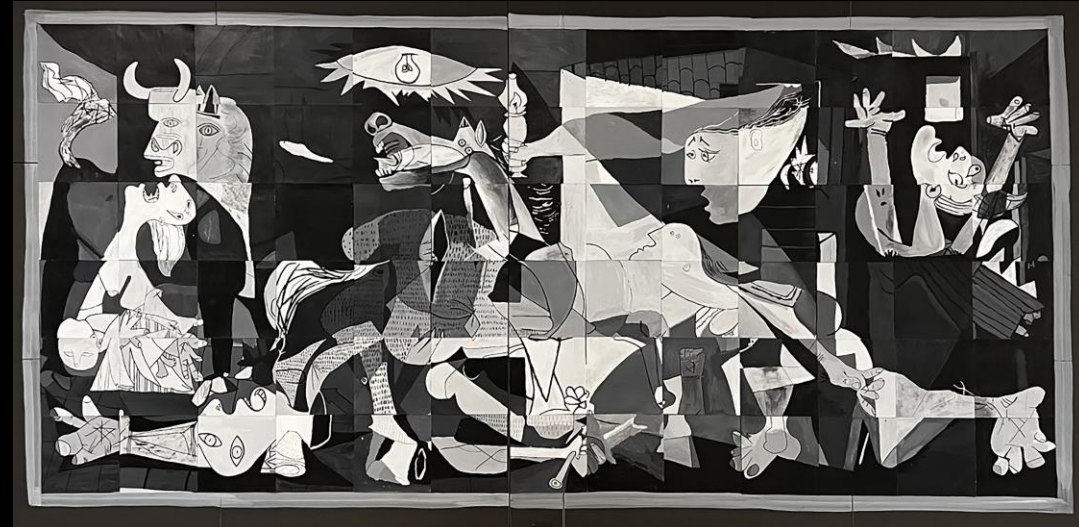
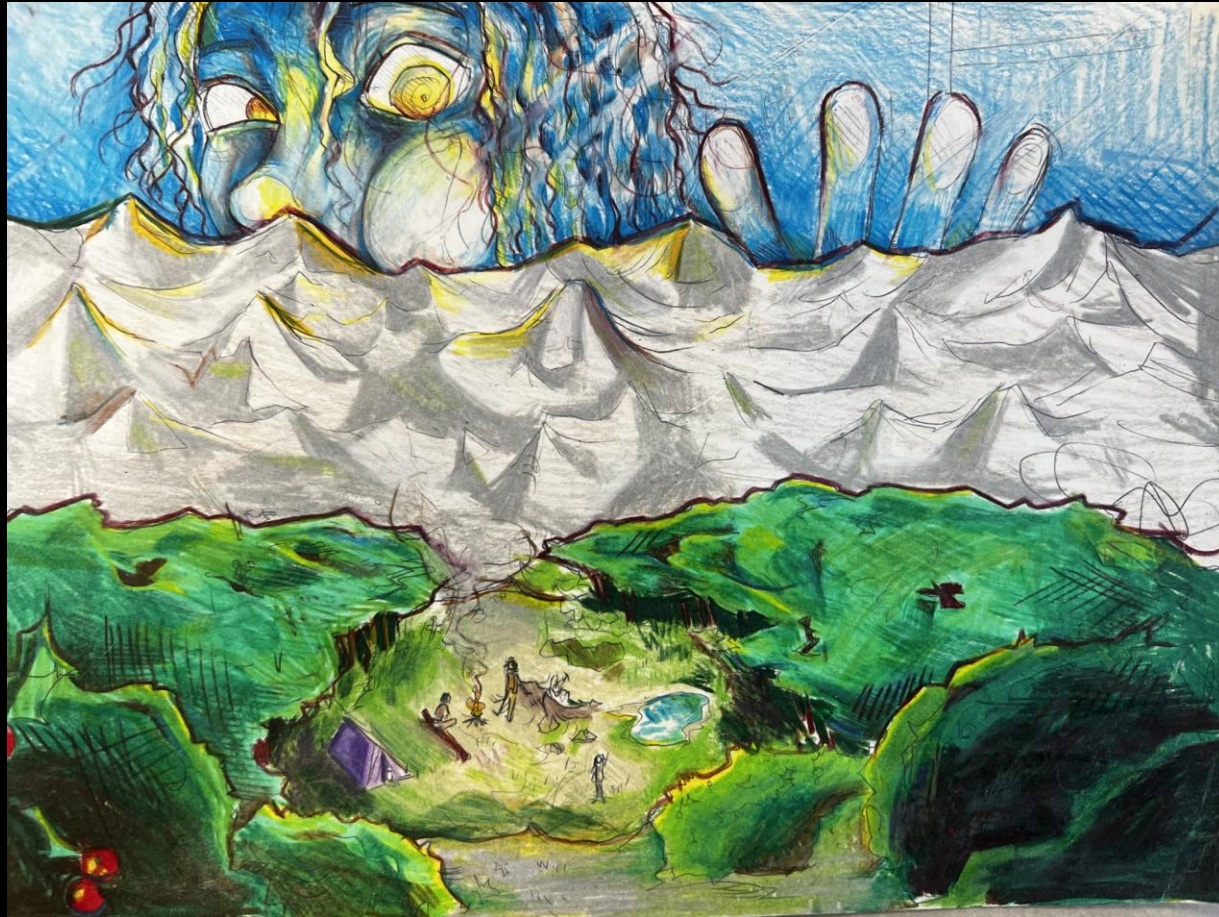




# Studio in Art

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Our full year, beginning art course where NTHS artists will explore various techniques associated with the art making. These include drawing, painting, oil pastels, sculpture and digital media.





# Drawing & Painting

Our full year, beginning art course where NTHS artists will explore various techniques associated with the art making. These include drawing, painting, oil pastels, sculpture and digital media.





# Advanced Drawing & Painting

Our full year, beginning art course where NTHS artists will explore various techniques associated with the art making. These include drawing, painting, oil pastels, sculpture and digital media.





# Computer Graphics

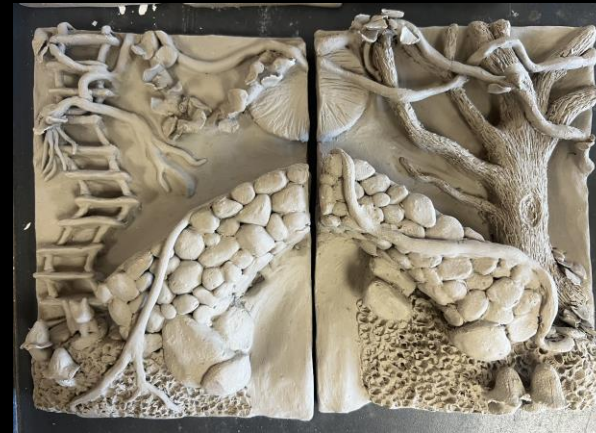
Our full year, beginning art course where NTHS artists will explore various techniques associated with the art making. These include drawing, painting, oil pastels, sculpture and digital media.





# Ceramics

Students will be exploring and creating with clay as the medium. This class introduces our artists to various clay building techniques and methods such as pinch, coil, slab and wheel.





# Photojournalism I & II

Our full year, art course focusing on designing and creating our NTHS yearbook. Our artists will learn real world applications on a professional design program, also learning how to design and create spreads, time management and taking quality photographs.



North Tonawanda High School proudly presents...

## Dirty Rotten Scoundrels



130

131

## Girls Lacrosse



Brooke Barone, Bella Berhalter, Natalie Caccamise, Reagan Carney, Reilly Carney, Paige Cologrove, Avery Gerantz, Ariana Kennedy, Elizabeth Lyons, Natalie Madenline, Delaney Mahoney, Olivia Penetta, Angelina Ratzel, Madeline Ringler, Taylor Scandria, Ella Smith, Ariella Soti, Emily Zander, Coach Chiles



Preparing to receive during practice



Perfecting passes and cuts during practice



Put some pep in your step



Players practicing their passes



Sara Behrens, Alex Graft, Aria Marshall, Haley McGinn, Breille Cologrove, Hailey Gerantz, Laila Vacanti, Kaleigh Bartolomeo, Alois Gans, Gabby Giesing, Grace Giesing, Juliana Haacker, Bella Heer, Gabby Ivancic, Ava Soti, Shatha Ali, Emma Clancy, Astrid DeMart, Semina DeVore, Elizabeth Finley, Soghra Hossainy, Abby Marella, Natalie Schella, Claire Stutz, Lily Garcon, Bella Garg, Coach Doucette

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Kristian Aiken, Anthony Bill, Aaron Bill, Dominic Czajka, Colton Dempsey, Cy Doane, Jared Fields, Dylan Froelich, Jaden Henderson, Chad Himmelback, Brendan Kozlowski, Henry Lanes, Brody Lyons, Simone Marcon, Matthew McTernan, Tark Niemelch, Jacob Smith, Tyler Tomaszewski, Jacob Tucker, Ayden Woudston, Coach Szelcowski



#45 cradling the ball while moving down the field



Passing to an open teammate



Looking for an opportunity to move the ball down field



In goal, ready to make the save



In goal, ready to make the save



In goal, ready to make the save



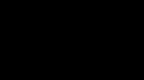
Steven Compeau, Caleb Herbert, Thomas Teetz, Aden Basso, Derek Black, Elan Bush, Preston Howett, Ryan Huber, Brady Weber, Nathaniel Wydysh, Jacob Albert, William Allard, Riley Berg, Ronald Couto, Aden Harroun, Robert Holdaway, Zachary Keiffer, Cameron Kozlowski, Tyler Muehlbauer, Josh Fisher, Logan Farnas, Brett Harris, Matthew Woelfel, Julian Wydysh, and Coach Huber



In goal, ready to make the save



In goal, ready to make the save

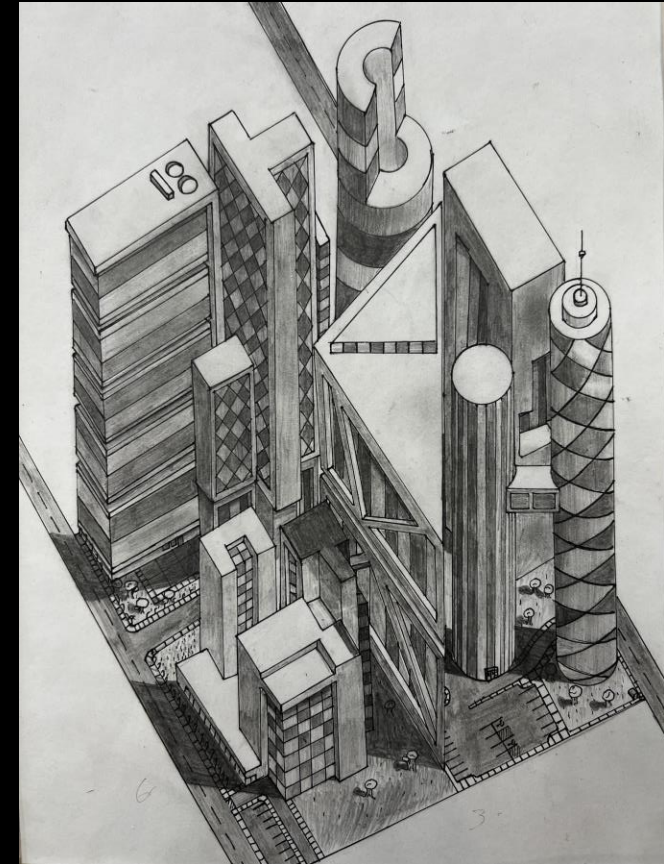
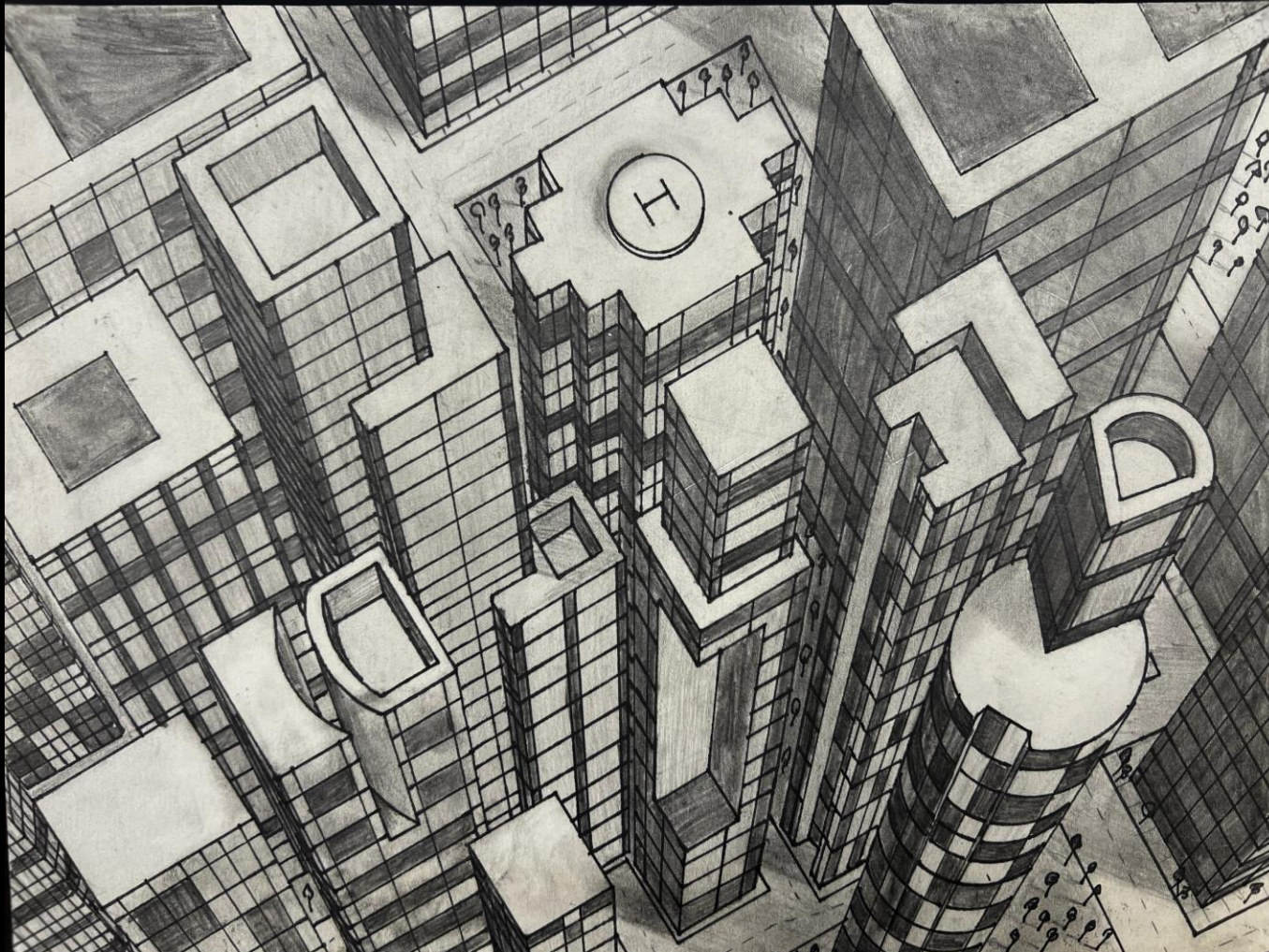
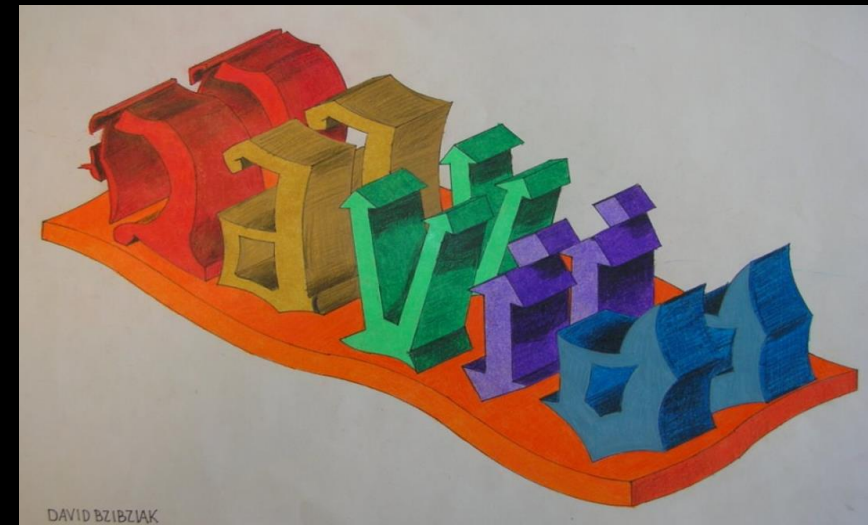


In goal, ready to make the save



# *Drawing Design for Production*

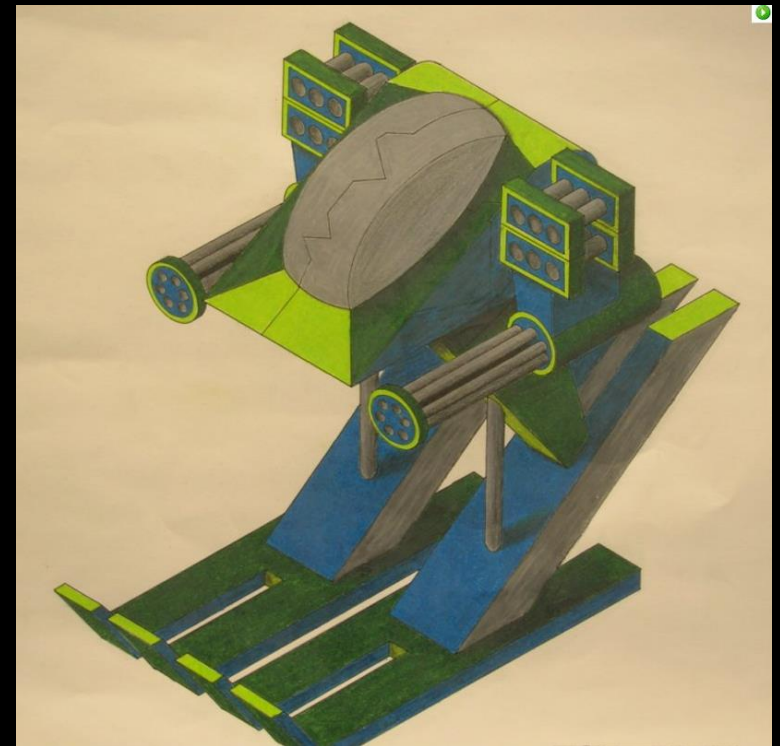
Introduction to mechanical drawing used in Engineering and Architecture.





# Industrial Drawing

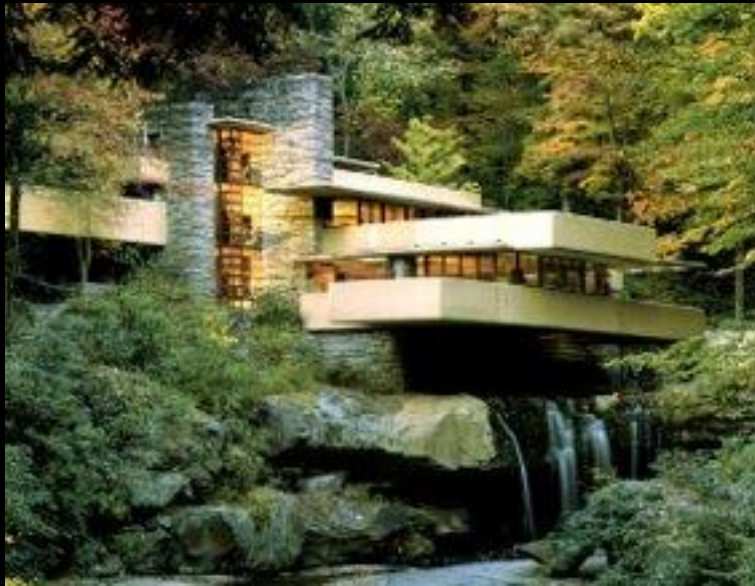
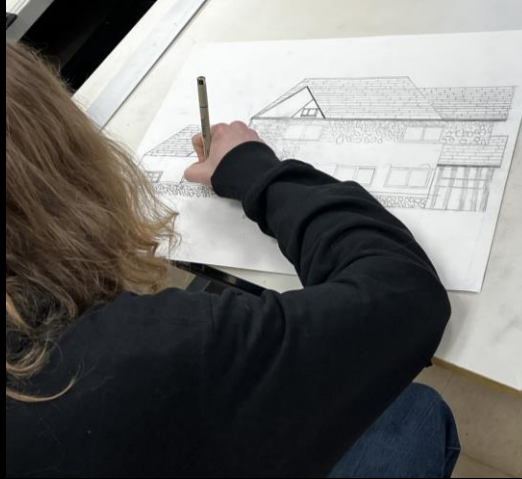
Each project focuses on careers in Engineering, Architecture and Design.





# Architecture

This class focuses on projects related to careers in Architectural Design.





# Animation

Students will be exploring the principles of animation, applying it to animated motion, acting and body mechanics. Students will learn about the basics of story structure and cinematography.

## Animation



MODEL | RENDER | ANIMATE

