

Intro to Digital Art

Required Student Supplies:

- 1: Spiral-bound Sketchbook (or hard cover)
- 2: 10 #2 pencils
- 3: Vinyl or other non-pink eraser
- 4: USB drive/flash drive

Umbrella Standards: *These standards must be met for every unit in all art courses*

Concept: Idea Development, Problem Solving, and Communicating

C.12.2: Understand the procedures of developing quality design

C.12.6: Experiment visually with sketches for complex solution involving concepts and symbols

C.12.9: Use ongoing reflective strategies to assess & better understand one's work & that of others

D.12.6: Apply problem solving strategies that promote fluency, flexibility, elaboration, and originality

Craftsmanship: Skills, Processes, and Techniques

C.12.7: Apply advanced craft and skills to consistently produce quality art

C.12.8: Use the natural characteristics of materials and their possibilities and limitations to create art

Composition: Knowing, Using, and Judging the Elements of Art and Principles of Design

C.12.1: Use the elements and principles of design in a sophisticated way

J.12.7: Understand and apply art criticism and aesthetic knowledge in art and design

Unit 1: Introduction to Digital Photography

In this unit students will learn how to use a camera and how to compose photographs in a thoughtful way. Students will learn to create strong compositions, illustrate dynamic concepts, and produce high quality images.

Principles and Elements of Art: Unity, Emphasis, Movement, Rhythm, Repetition, Pattern, Scale, Contrast, Space, Color, Value, Line, Shape, Form, Balance, Texture

Sketchbook Assignment: Students will find definitions of vocabulary terms

Materials: Digital Camera/Photoshop

Art History References: Ansel Adams

Unit Standards:

1. Student can translate the elements and principles of art into photography.

2. Student can list, define, and identify elements of art and principles of design.

3. Students can navigate various camera techniques, photographic properties, and the elements of professional quality photography.

Unit 2:

Students will explore the technique of "Forced Perspective" photography. In this unit students will create a variety of surreal illusions that follow the tradition of Trompe l'oeil.

Principles and Elements of Art: Scale

Sketchbook Assignment:

Materials:

Art History References:

Unit Standards:

Unit: Digital Manipulation Techniques

Description: In this unit students will learn how to use photo manipulation programs such as Adobe Photoshop and Fireworks to enhance and alter images.

Learner Objectives

- 1: Students will learn how to use photo manipulation software to enhance and alter images.

2: Students will learn how to combine images to create works of art through digital collage.

Unit 3:

Principles and Elements of Art:

Sketchbook Assignment:

Materials:

Art History References:

Unit Standards:

Unit: Doodle For Google

Commercial Art

Description: In this unit students will participate in an industry scenario by designing logos, poster promotions, and packaging.

Learner Objectives

1: Students will learn visual advertising techniques.

2: Students will learn how to develop work that “speaks to the consumer.”

Unit 4:

Principles and Elements of Art:

Sketchbook Assignment:

Materials:

Art History References:

Unit Standards:

Corel Painter/Wacom boards

Unit 5:

Principles and Elements of Art:

Sketchbook Assignment:

Materials:

Art History References:

Unit Standards:

Digital animation/ Animation Desk

Unit 5:

Principles and Elements of Art:

Sketchbook Assignment:

Materials:

Art History References:

Unit Standards:

Unit 5:

Principles and Elements of Art:

Sketchbook Assignment:

Materials:

Art History References:

Unit Standards:

iMovie/ Stop Motion

Unit 5:

Principles and Elements of Art:

Sketchbook Assignment:

Materials:

Art History References:

Unit Standards:

State Park Sticker Contest