COURSE DESCRIPTION – COMPUTER ART 1

COURSE DESCRIPTION
This course is designed to teach students that the computer is a valuable aid to the artist/designer, and that computer generated design has a place in the fine, as well as the applied arts. Students will learn that the use of the computer facilitates the problem solving process and enhances creativity by allowing the artist to sift through and consider a myriad of variations of an artistic concept.

COURSE OBJECTIVES
The student will:

1. Produce hand-drawn computer generated artwork using image manipulation software.
2. Combine and alter digital images to produce computer generated designs using image manipulation software.
3. Use image manipulation software to aid them in approaching design assignments as problem-solving activities.

COURSE ACTIVITIES
The student will:

1. Work on daily art assignments and projects.
2. Participate in group discussion/critiques. SEL: (S1-B1) (S2-C2,3) (S2-D3)
3. Recognize and evaluate strengths/areas for improvement through self evaluations and discussions with teacher SEL: (S1-B1,2,3)
4. Recognize and meet behavior and performance expectations of teacher SEL: (S1-A2) (S2-B1) (S3-A1)
5. Read and discuss text materials.
6. Study the concept of surrealism.

EVALUATION
A. Each six-week grade will be determined in the following fashion:

<table>
<thead>
<tr>
<th>AREA</th>
<th>PERCENTAGE (approximate)</th>
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<tbody>
<tr>
<td>1st Grading Period</td>
<td>• Illustrated words.........................................................30%</td>
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<tr>
<td></td>
<td>• Swatch design..............................................................30%</td>
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<tr>
<td></td>
<td>• Perspective........................................................................40%</td>
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2nd Grading Period | • Animal drawing (in progress).................................30% |
| | • Patterns............................................................................20% |
| | • Surrealism.................................................................50% |

3rd Grading Period | • Movie Poster.................................................................20% |
| | • CD design.................................................................30% |
| | • Animal drawing.........................................................40% |
| | • Animal Stamp Design...............................................10% |

1st 6 Weeks  2nd 6 Weeks  3rd 6 Weeks  Final Exam  Semester Grade
ILLINOIS STATE GOALS FOR THE VISUAL ARTS

25. Know the language of the arts
   A. Understand the sensory elements, organizational principles and expressive qualities of the arts.
   B. Understand the similarities, distinctions and connections in and among the arts.

26. Through creating and performing, understand how works of art are produced.
   A. Understand processes, traditional tools and modern technologies used in the arts.
   B. Apply skills and knowledge necessary to create and perform in one or more of the arts.

27. Understand the role of the arts in civilizations, past and present.
   A. Analyze how the arts function in history, society and everyday life.
   B. Understand how the arts shape and reflect history, society and everyday life.

----- LEARNING TARGETS -----

Social Emotional Learning Targets (Key)

S1: Standard: Intrapersonal Skills: Self-Awareness & Self-Management
   A. Objective: I manage my emotions
      2. I behave appropriately in a given situation.
   B. Objective: I demonstrate skills related to achieving personal and academic goals.
      1. I describe and provide evidence of my strengths and areas for growth.
      2. I implement specific action steps to achieve my goals.
      3. I demonstrate perseverance and adaptability when faced with challenges.

S2: Standard: Interpersonal Skills: Social Awareness & Relationship Skill
   B. Objective: I respect others and appreciate diversity.
      1. I demonstrate respect for all people regardless of differences.
   C. Objective: I use communication and social skills to build and sustain relationships characterized by mutual respect.
      2. I demonstrate active listening skills.
      3. I consistently communicate my thoughts and feelings appropriately.
   D. Objective: I work collaboratively with others.
      3. I invite and apply feedback from others.

S3: Standard: Responsible Decision Making Skills
   A. Objective: I demonstrate decision-making skills and responsible behavior.
      1. I make responsible decisions.

(K) = Reasoning  (R) = Reasoning  (S) = Skill  (P) = Product

Project 1: Illustrated Word

- DESIGN A DRAWN-OUT WORD USING DEFINING IMAGES (P)
• **Tools, processes, concepts, vocabulary terms, and historical references**
  - Recognize and use specific Photoshop tools (K,S)
  - Recognize letter shapes and relate them to real-world objects (K,R)
  - Demonstrate hand-eye coordination drawing with a mouse (S)

• **Clarity of meaning**
  - Use shapes and drawings to clearly convey the meaning of a word (R,S)

• **Drawing / Tool Use**
  - Demonstrate ability to create recognizable real-world objects on the computer (S,P)
  - Use appropriate Photoshop tools to create objects with form (S,P)

• **Complexity and Detail**
  - Demonstrate use of texture, highlights. (S)
  - Combine multiple shapes/parts into larger whole objects. (R,S)

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**Project 2: Swatch**

- DESIGN A WATCH FACE USING LINE, SHAPE AND COLOR (P)

• **Tools, processes, concepts, vocabulary terms, and historical references**
  - Recognize and use specific Photoshop tools (K,S)
  - Recognize the difference between symmetrical and asymmetrical (K,R)
  - Recognize and use different color schemes (K,S)

• **Balance**
  - Recognize and create a balanced composition using shape and line (K,R)
  - Use repeated shapes (S)

• **Color**
  - Use a color scheme (R,S)
  - Balance color in a composition (R,S)

• **Readability**
  - Use knowledge of real watch function to design clear time markings (K,R,S,P)

• **Unity**
  - Combine watch face, border and hands into an aesthetically-pleasing design (R,S,P)

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**Project 3: Perspective**
- PRODUCE A HAND-DRAWN 3D ENVIRONMENT USING PERSPECTIVE (P)

• **Tools, processes, concepts, vocabulary terms, and historical references**
  - Recognize and use specific Photoshop tools (K,S)
  - Recognize and demonstrate both one-point and two-point perspective (K,S)

• **Drawing accuracy**
  - Demonstrate correct use of perspective when creating structures (S)

• **Complexity, Detail**
  - Create smaller objects/structures to place onto or next to larger structures (S,P)
  - Use texture on structures (S)

• **Creativity**
  - Explore different options besides the expected (R,S)

• **Depth/Form/3D**
  - Use light and shadow on structures to enhance the illusion of form (S)
  - Create cast shadows to further enhance the illusion of form (S,P)

**Project 4: Animal Drawing / Stamp Design**

- PRODUCE A HAND-DRAWN REALISTIC-LOOKING ANIMAL

• **Tools, processes, concepts, vocabulary terms, and historical references**
  - Recognize and use specific Photoshop tools (K,S)
  - Recognize and use the grid system to enlarge/transfer images (K,S)

• **Drawing Accuracy**
  - Demonstrate the correct use of the grid system (S)

• **Painting Accuracy**
  - Demonstrate the ability to match colors from a reference photo (S)
  - Demonstrate smooth brush strokes and blending (S)

• **Texture**
  - Use appropriate tools and techniques to simulate believable texture (S)
• **Form**
  - Use correct light and shadow to show the illusion of form (S)

• **Stamp Design**
  - Combine required text with animal drawing in a balanced, aesthetically-pleasing way (R,S)

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**Project 5: Patterns**

- PRODUCE A COMPLEX PATTERN COMPLETELY COMPOSED OF SELF-IMAGES

• **Tools, processes, concepts, vocabulary terms, and historical references**
  - Recognize and use specific Photoshop tools (K,S)
  - Recognize and define positive/negative space (K)
  - Recognize and define different types of symmetry (K)

• **Complexity**
  - Demonstrate understanding of positive/negative space (S)
  - Recognize and demonstrate pattern complexity (K,S)
  - Explore different variations of patterns (R,S)

• **Balance**
  - Demonstrate symmetrical balance (S)

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**Project 6: Surrealism**

- CONSTRUCT A SURREALISTIC WORK OF ART BY COMBINING DIGITAL IMAGES

• **Tools, processes, concepts, vocabulary terms, and historical references**
  - Recognize and use specific Photoshop tools (K,S)
  - Define surrealism (K)

• **Concept**
  - Demonstrate creativity (K,R,S)
  - Demonstrate understanding of what makes an artwork surreal (K)
  - Explore different ways of presenting a concept or idea (R,S)
• Composition
  - Demonstrate use a focal point (S)
  - Demonstrate knowledge and use of secondary images as story/concept aids (K,S)

• Technique
  - Demonstrate ability to make different digital images fit seamlessly together into one scene (K,S,P)
  - Use a wide variety of images and techniques to create something unique and distinctly their own (S,P)

Project 7: Movie Poster

- CONSTRUCT A MOVIE POSTER BY COMBINING DIGITAL IMAGES AND TEXT

• Tools, processes, concepts, vocabulary terms, and historical references
  - Recognize and use specific Photoshop tools (K,S)
  - Recognize text as a visual element (K)
  - Recognize and define parody (K)

• Concept
  - Demonstrate creativity (K,R,S)
  - Demonstrate knowledge of movie and movie poster history (K,S)
  - Explore different ways of presenting a concept or idea (R,S)

• Composition
  - Demonstrate knowledge and correct use of ‘main image’ and ‘secondary images’ (K,S,P)
  - Demonstrate use a focal point (K,S)
  - Combine text and image into a unified design (R,S,P)

• Technique
  - Demonstrate ability to make different digital images fit seamlessly together into one design (K,S,P)
  - Use a wide variety of images and techniques in order to create something unique and distinctly my own (S,P)
  - Explore and evaluate different fonts and how they relate to subject matter of movie (R,S)
  - Explore and use images and text specific to movie poster designs (R,S)

Project 6: CD Cover

- CONSTRUCT A CD JACKET DESIGN BY COMBINING DIGITAL IMAGES AND TEXT

• Tools, processes, concepts, vocabulary terms, and historical references
  - Recognize and use specific Photoshop tools (K,S)
  - Recognize text as a visual element (K)
  - Recognize and define parody (K)
• **Concept**
  - Demonstrate knowledge of actual CD cover jacket design (K)
  - Demonstrate creativity (K,R,S)

• **Composition**
  - Combine text and image into a unified cover design (R,S,P)
  - Use repeated styles and imagery to create a overall unified CD from front to back (R,S,P)
  - Arrange CD tracks in a thoughtful/creative way. (R,S)

• **Technique**
  - Demonstrate ability to make different digital images fit seamlessly together into one design. (K,S,P)
  - Use a wide variety of images and techniques to create something unique and distinctly their own (S,P)
  - Explore and evaluate different fonts and how they relate to overall CD music style (R,S)
  - Explore and use images and text specific to CD design layouts (R,S)