LEVEL: 9-12	COURSE NAME: Digital Art Imaging 1	Course: 0108370

Course Description: Students explore the fundamental concepts, terminology, techniques, and applications of digital imaging to create original work. Students produce digital still images through the single or combined use of computers, digital cameras, scanners, photo editing software, drawing and painting software, graphic tablets, printers, new media, and emerging technologies. Through the critique process, students evaluate and respond to their own work and that of their peers to measure artistic growth. This course incorporates hands-on activities, the use of technology, and consumption of art materials.

	Digital Drawing & Illustration	**LEARNING GOAL**	**RECOMMENDED PACING GUIDE**
UNITS		Create drawings using digital techniques and applications including Adobe Photoshop and Illustrator.	Produce 4-5 artworks.
	Digital Painting	**LEARNING GOAL**	**RECOMMENDED PACING GUIDE**
		Create paintings using digital techniques and applications including Adobe Photoshop and Illustrator.	Produce 4-5 artworks.
	Digital Mixed Media	**LEARNING GOAL**	**RECOMMENDED PACING GUIDE**
		Create mixed media artwork using digital techniques and applications including Adobe Photoshop and Illustrator.	Produce 4-5 artworks.
	Animation/Video	**LEARNING GOAL**	**RECOMMENDED PACING GUIDE**
		Create animation/video using digital techniques and applications including editting software.	Produce 4-5 artworks.
	3-D Modeling	**LEARNING GOAL**	**RECOMMENDED PACING GUIDE**
		Create 3-D molding using digital techniques and applications including Adobe Photoshop, Adobe Illustrator, Sculptress, Sketch-Up or other software.	Produce 4-5 artworks.
ESSENTIAL QUESTION	How does understanding how to use digital tools inform your thought processes in creating a work of art?		
Vocabulary	Elements: line, shape, form, value, color, texture, space Principles: pattern, contrast, unity, movement, rhythm, emphasis, balance Photoshop, iMovie, Flash, Quicktime, claymation, montage, tween, transition, frame, collage, composite, layer, transparency, Sculptress, Sketch Up, rendering, model, extrude, bevel, axis, ambient light, highlight, shading, revolve, rotate		

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Name	Description
VA.912.C.1.6:	Identify rationale for aesthetic choices in recording visual media. e.g., two-, three-, and four-dimensional media, motion or multi-media
VA.912.C.2.1:	Examine and revise artwork throughout the art-making process to refine work and achieve artistic objective.
VA.912.C.2.3:	Process and apply constructive criticism as formative assessment for continued growth in art-making skills.
VA.912.C.3.1:	Use descriptive terms and varied approaches in art analysis to explain the meaning or purpose of an artwork. e.g., four-step method of art criticism, visual-thinking skills, aesthetic scanning
VA.912.S.1.4:	Demonstrate effective and accurate use of art vocabulary throughout the art-making process.
VA.912.S.1.6:	Describe processes and techniques used to record visual imagery. e.g., drawing, sculpting, digital multi-media
VA.912.S.1.8:	Use technology to simulate art-making processes and techniques. e.g., drawing subtleties, watercolor painting techniques
VA.912.S.2.1:	Demonstrate organizational skills to influence the sequential process when creating artwork.
VA.912.S.2.2:	Focus on visual information and processes to complete the artistic concept.
VA.912.S.3.1:	Manipulate materials, techniques, and processes through practice and perseverance to create a desired result in two- and/or three-dimensional artworks.
VA.912.S.3.11:	Store and maintain equipment, materials, and artworks properly in the art studio to prevent damage and/or cross-contamination.
VA.912.S.3.12:	Develop competence and dexterity, through practice, in the use of processes, tools, and techniques for various media. e.g., printmaking: relief print; ceramics: wheel-throwing; drawing: charcoal; painting: watercolor; technology: layering images
VA.912.S.3.3:	Review, discuss, and demonstrate the proper applications and safety procedures for hazardous chemicals and equipment during the art-making process. e.g., electric drill, carving and cutting tools, paper cutter, kiln, Material Safety Data Sheets (MSDS) labels: glazes, chemicals, etching solutions
VA.912.S.3.4:	Demonstrate personal responsibility, ethics, and integrity, including respect for intellectual property, when accessing information and creating works of art. e.g., plagiarism, appropriation from the Internet and other sources

http://www.cpalms.org/Public/search/Course

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VA.912.O.1.4:	Compare and analyze traditional and digital media to learn how technology has altered opportunities for innovative responses and results.
VA.912.O.2.2:	Solve aesthetic problems, through convergent and divergent thinking, to gain new perspectives.
VA.912.O.3.1:	Create works of art that include symbolism, personal experiences, or philosophical view to communicate with an audience.
VA.912.H.1.5:	Investigate the use of technology and media design to reflect creative trends in visual culture.
VA.912.H.2.1:	Identify transitions in art media, technique, and focus to explain how technology has changed art throughout history.
VA.912.H.3.3:	Use materials, ideas, and/or equipment related to other content areas to generate ideas and processes for the creation of works of art. e.g., microscope, skeleton, Fibonacci sequence, Golden Mean, measurement: pica, inches, points
VA.912.F.1.4:	Use technological tools to create art with varying effects and outcomes.
VA.912.F.1.5:	Create a digital or time-based presentation to analyze and compare artists, artworks, and concepts in historical context.
VA.912.F.2.1:	Examine career opportunities in the visual arts to determine requisite skills, qualifications, supply-and-demand, market location, and potential earnings.
VA.912.F.3.12:	Use digital equipment and peripheral devices to record, create, present, and/or share accurate visual images with others.
VA.912.F.3.4:	Follow directions and use effective time-management skills to complete the art-making process and show development of 21st-century skills. e.g., punctuality, reliability, diligence, positive work ethic
VA.912.F.3.6:	Identify ethical ways to use appropriation in personal works of art.
LAFS.910.WHST.2.4:	Produce clear and coherent writing in which the development, organization, and style are appropriate to task, purpose, and audience.