

LEVEL: 9-12	COURSE NAME:Digital Art Imaging 2		Course: 01083100
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.			
UNITS:	Digital Drawing & Illustration	LEARNING GOAL	RECOMMENDED PACING GUIDE
		Create and refine drawings using digital techniques and applications including Adobe Photoshop and Illustrator.	Produce 4-5 artworks.
	Digital Painting	LEARNING GOAL	RECOMMENDED PACING GUIDE
		Create and refine paintings using digital techniques and applications including Adobe Photoshop and Illustrator.	Produce 4-5 artworks.
	Digital Mixed Media	LEARNING GOAL	RECOMMENDED PACING GUIDE
		Create and refine 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 editing 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 becoming more adept at manipulating the tools and techniques of digital technology inform your thought processes in the creation of more sophisticated works of art?		
Vocabulary	<p>Elements: line, shape, form, value, color, texture, space</p> <p>Principles: pattern, contrast, unity, movement, rhythm, emphasis, balance</p> <p>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</p>		

Digital Art Imaging 2 (#0108380)

Students explore and develop concepts, terminology, techniques, and applications to design, create, print, and display original two-dimensional graphic and fine works of art. As they become more adept at using the tools and techniques available to them, students design 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 designs and images and those of their peers to measure artistic growth with increasing sophistication. This course incorporates hands-on activities, the use of technology, and consumption of art materials.

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.2.2:	Assess the works of others, using established or derived criteria, to support conclusions and judgments about artistic progress.
VA.912.C.2.3:	Process and apply constructive criticism as formative assessment for continued growth in art-making skills.
VA.912.C.2.7:	Assess the challenges and outcomes associated with the media used in a variety of one's own works.
VA.912.C.3.2:	Develop and apply criteria to determine how aesthetic works are aligned with a personal definition of "art."
VA.912.S.1.1:	Use innovative means and perceptual understanding to communicate through varied content, media, and art techniques.
VA.912.S.1.7:	Manipulate lighting effects, using various media to create desired results. e.g., portrait photography, painting reflection, digital rendering, aperture vs. shutter speed
VA.912.S.1.8:	Use technology to simulate art-making processes and techniques. e.g., drawing subtleties, watercolor painting techniques
VA.912.S.2.4:	Use information resources to develop concepts representing diversity and effectiveness for using selected media and techniques in a sketchbook or journal.
VA.912.S.2.6:	Incorporate skills, concepts, and media to create images from ideation to resolution. e.g., structural elements of art, organizational principles of design, breadth
VA.912.S.3.10:	Develop skill in sketching and mark-making to plan, execute, and construct two-dimensional images or three-dimensional models. e.g., drawing: complex composition; architectural rendering: plans and models; sculpture: carving
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.3.4:	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

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VA.912.S.3.7:	Use and maintain tools and equipment to facilitate the creative process. e.g., sewing machine, pottery wheel, kiln, technology, printing press, hand tools
VA.912.O.1.2:	Use and defend the choice of creative and technical skills to produce artworks.
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.2.1:	Construct new meaning through shared language, ideation, expressive content, and unity in the creative process.
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.1.2:	Analyze the various functions of audience etiquette to formulate guidelines for conduct in different art venues.
VA.912.H.1.5:	Investigate the use of technology and media design to reflect creative trends in visual culture.
VA.912.H.1.9:	Describe the significance of major artists, architects, or masterworks to understand their historical influences.
VA.912.H.2.2:	Analyze the capacity of the visual arts to fulfill aesthetic needs through artwork and utilitarian objects.
VA.912.H.3.2:	Apply the critical-thinking and problem-solving skills used in art to develop creative solutions for real-life issues. e.g., facts, ideas, solutions, brainstorming, field testing
VA.912.F.1.1:	Use divergent thinking, abstract reasoning, and various processes to demonstrate imaginative or innovative solutions for art problems.
VA.912.F.1.3:	Demonstrate flexibility and adaptability throughout the innovation process to focus and re-focus on an idea, deliberately delaying closure to promote creative risk-taking.
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.2.8:	Describe community resources to preserve, restore, exhibit, and view works of art.
VA.912.F.3.10:	Apply rules of convention to create purposeful design. e.g., exhibition guidelines, environmental concerns, required information, digital application
VA.912.F.3.2:	Examine the rationale for using procedural, analytical, and divergent thinking to achieve visual literacy. e.g., information literacy; media
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.