

<b>LEVEL:</b> 7-8	<b>COURSE NAME: DIGITAL ART &amp; DESIGN 1</b>		<u>COURSE NUMBER:</u> 0103000
	<p><b>Course Description:</b> Students explore the fundamental concepts, terminology, techniques, and applications of digital imaging to create original work. Students produce digital still and/or animated images through the single or combined use of computers, digital cameras, digital video 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.</p>		
<b>UNITS:</b>	<b>PHOTOGRAPHY</b>	<b>LEARNING GOAL</b>	<b>RECOMMENDED # OF ARTWORKS</b>
	Understand and apply the functions of digital cameras. Develop fundamental skills and techniques with photo editing software to enhance and manipulate.	Investigate and create original/abstract photographs following the rules and principles of digital photography.	Create 10 or more
	<b>COMMERCIAL ART</b>	<b>LEARNING GOAL</b>	<b>RECOMMENDED # OF ARTWORKS</b>
	Develop fundamental skills and techniques with digital art software and tablets.	Investigate and create original commercial art images (Logo design, comic strip, posters, ad layouts) using the fundamental layout and design principals of commercial art in a digital application.	Create 4 or more
	<b>DIGITAL DRAWING/PAINTING</b>	<b>LEARNING GOAL</b>	<b>RECOMMENDED # OF ARTWORKS</b>
	Develop fundamental skills and techniques with digital art software and tablets.	Investigate and create original drawings/paintings with pressure sensitive digital tablets, pens, and software.	Create 4 or more
	<b>ANIMATION</b>	<b>LEARNING GOAL</b>	<b>RECOMMENDED # OF ARTWORKS</b>
	Understand and apply the functions of video cameras. Develop fundamental skills and techniques with stop motion and camera techniques.	Create an original animation using stop motion/tweening techniques through use of a camera and or software.	Create 1 or more
	<b>MIXED MEDIA</b>	<b>LEARNING GOAL</b>	<b>RECOMMENDED # OF ARTWORKS</b>
Understand and apply different media and collage techniques to create original works of art.	Construct mixed media projects using traditional art elements and digital art elements on the computer, as a three dimensional or two dimensional fine art piece.	Create 2 or more	
<b>VOCAB:</b>	<u>Elements</u> - Line, shape, value, color, form, texture, space		
	<u>Principles</u> - Movement, contrast, balance, pattern, rhythm, emphasis, unity		
	ISO, shutter speed, aperture, camera modes, white balance, resolution, point of view ,impact, file, filters, brushes blending modes, actions, layer mask, claymation, stop motion, montage, tween, transition, frame rate, collage, composite, layers, transparency, Sculptris, Sketch Up, rendering, model		

### M/J Digital Art & Design 1 (#0103000)

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Name	Description
<a href="#">VA.68.C.1.3:</a>	Identify qualities of exemplary artworks that are evident and transferable to the judgment of personal work. e.g., personal, cultural, historical
<a href="#">VA.68.C.2.3:</a>	Examine artworks to form ideas and criteria by which to judge/assess and inspire personal works and artistic growth.
<a href="#">VA.68.C.3.1:</a>	Incorporate accurate art vocabulary during the analysis process to describe the structural elements of art and organizational principles of design.
<a href="#">VA.68.S.1.4:</a>	Use accurate art vocabulary to explain the creative and art-making processes.
<a href="#">VA.68.S.2.1:</a>	Organize the structural elements of art to achieve artistic goals when producing personal works of art.
<a href="#">VA.68.S.3.1:</a>	Use two-dimensional or three-dimensional art materials and tools to understand the potential and limitations of each.
<a href="#">VA.68.S.3.3:</a>	Demonstrate understanding of safety protocols for media, tools, processes, and techniques.
<a href="#">VA.68.S.3.4:</a>	Demonstrate respect for copyright laws and intellectual property ownership when creating and producing works of art. e.g., ethics, plagiarism, appropriation from the Internet and other sources
<a href="#">VA.68.O.1.1:</a>	Make connections between the structural elements of art and the organizational principles of design to understand how artwork is unified.
<a href="#">VA.68.O.1.2:</a>	Identify the function of structural elements of art and organizational principles of design to create and reflect on artwork.
<a href="#">VA.68.O.2.2:</a>	Investigate the problem-solving qualities of divergent thinking as a source for new visual symbols and images.
<a href="#">VA.68.O.3.1:</a>	Select and use the structural elements of art and organizational principles of design to document images in various formats for public audiences. e.g., digital, presentation, artworks, video/motion
<a href="#">VA.68.H.1.2:</a>	Identify suitable audience behavior needed to view or experience artworks found in school, art exhibits, museums, and/or community cultural venues.
<a href="#">VA.68.H.2.3:</a>	Describe the rationale for creating, collecting, exhibiting, and owning works of art. e.g., private, public, and personal art collections
<a href="#">VA.68.H.3.3:</a>	Create imaginative works to include background knowledge or information from other subjects. e.g., from history, environment, literary works
<a href="#">VA.68.F.1.1:</a>	Use non-traditional thinking and various techniques to create two-, three-, and/or four-dimensional artworks. e.g., potential to transfer and incorporate technological applications
<a href="#">VA.68.F.1.4:</a>	Use technology skills to create an imaginative and unique work of art. e.g., convey depth, scale
<a href="#">VA.68.F.2.1:</a>	Investigate career opportunities available in the visual arts to determine requisite skills and qualifications for each field.
<a href="#">VA.68.F.3.4:</a>	Follow directions and complete art tasks in a timely manner to show development of 21st-century skills.
<a href="#">LAFS.68.WHST.2.4</a>	Produce clear and coherent writing in which the development, organization, and style are appropriate to task, purpose, and audience.
	<a href="http://www.cpalms.org/Public/search/Search#0">http://www.cpalms.org/Public/search/Search#0</a>