

<b>LEVEL:</b> 7-8	<b>COURSE NAME: DIGITAL ART &amp; DESIGN 2</b>		<u>COURSE NUMBER:</u> 0103010
	<p><b>Course Description:</b> Students develop and refine 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>
	Employ more advanced skills and techniques with cameras. Explore photo editing software to enhance and manipulate images in new ways.	Create original/abstract photographs by exploring concepts, styles and trends in traditional and digital photography.	Create 10 or more
	<b>COMMERCIAL ART</b>	<b>LEARNING GOAL</b>	<b>RECOMMENDED # OF ARTWORKS</b>
	Develop more advanced skills and techniques with digital art software and tablets.	Create and refine original commercial art images (Logo design, comic strip, posters, and ad layouts) by exploring more advanced layouts and designs of commercial art in digital applications.	Create 4 or more
	<b>DIGITAL DRAWING/PAINTING</b>	<b>LEARNING GOAL</b>	<b>RECOMMENDED # OF ARTWORKS</b>
	Develop more advanced skills and techniques with digital art software and tablets.	Explore more advanced functions of pressure sensitive digital tablets, pens, and software and create original digital drawings/paintings	Create 4 or more
	<b>ANIMATION</b>	<b>LEARNING GOAL</b>	<b>RECOMMENDED # OF ARTWORKS</b>
	Explore the more advanced functions of video cameras. Develop more advanced skills and techniques with stop motion and camera techniques.	Refine concepts and skills to 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>	
Explore and employ different media and collage techniques to create original digital works of art.	Develop and refine concepts to create and construct mixed media projects combining 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		
	Depth of field, ISO, shutter speed , f-stop, camera modes, resolution, brush engine, blending modes, actions, layer mask, claymation, montage, tween, transition, frame rate, collage, composite, layer, transparency, Sculptris, Sketch Up, rendering, model, extrude, bevel, axis, ambient light, highlight, shading, revolve, rotate		

## M/J Digital Art & Design 2 (#0103010)

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Name	Description
<a href="#">VA.68.C.1.2:</a>	Use visual evidence and prior knowledge to reflect on multiple interpretations of works of art.
<a href="#">VA.68.C.2.2:</a>	Evaluate artwork objectively during group assessment to determine areas for refinement.
<a href="#">VA.68.C.3.3:</a>	Use analytical skills to understand meaning and explain connections with other contexts.
<a href="#">VA.68.S.1.2:</a>	Use media, technology, and other resources to derive ideas for personal art-making.
<a href="#">VA.68.S.1.5:</a>	Explore various subject matter, themes, and historical or cultural events to develop an image that communicates artistic intent.
<a href="#">VA.68.S.2.2:</a>	Create artwork requiring sequentially ordered procedures and specified media to achieve intended results.
<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.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.1.4:</a>	Explain the significance of personal artwork, noting the connections between the creative process, the artist, and the artist's own history.
<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.3.1:</a>	Discuss how knowledge and skills learned through the art-making and analysis processes are used to solve problems in non-art contexts.
<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.2.2:</a>	Identify careers in support industries related to the art-making process, industrial design, digital media, and/or graphic design. e.g., exhibition, sale of art products, technology, entertainment
<a href="#">VA.68.F.3.3:</a>	Collaborate with peers to complete an art task and develop leadership skills. e.g., task: voluntary, assigned; time: long-term group project
<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.