

2013-14 Digital Art Syllabus

Instructor: Mrs. Donna Tlachac
Telephone: 760-727-7284 x 72220

Rancho Buena Vista High School - Room: 220

E-mail: donnatlachac@vistausd.org
Online support: <http://www.tlachac.com>

Digital Art Course Description

This one-year course introduces students to contemporary media as an extension of the creative experience. Covered in this survey of visual communications are aesthetics, art criticism, art-history, art-making and self-expression. Students analyze and compare traditional art with contemporary art and methods and use of technology in the art experience. The course includes exploring different cultural influences, historical periods and movements in art. Through lecture, research, reading materials and assigned projects, the course emphasizes the elements and principles of art in a manner that engages students. The course concludes with relative links between the visual arts and professional career possibilities.

Digital Art Objectives

The University of California recognizes credits earned for these courses toward Fine Arts requirements. The objectives of this class are to achieve proficient technical and aesthetic skills using various tools to generate a broad range of two dimensional images. The work you will produce should demonstrate a good understanding of both the technical and artistic/aesthetic implication of the medium utilized. In addition, success with the course material could lead to successful employment as a career or supplementing income while continuing education.

As a result of taking this class, you should be able to:

- Work professionally within a design team
- Identify numerous design careers
- Evaluate designs (your work and others') for audience, meaning, and effectiveness
- Use the elements and principles of design in a decisive fashion
- Plan a design project according to a client's needs
- Build a design gradually using thumbnail sketches and mock ups
- Create attractive layouts that communicate messages effectively
- Use color to communicate ideas to others.
- Use typography effectively in a design.
- Use Adobe Photoshop to edit, retouch color correct and enhance photographs; digitally

draw artistic imagery, create painterly images using digital brushes, stylize portraits and landscapes, and assemble publications such as advertisements and brochures.

Method of Instruction & Participation

Students will learn and develop their individual skills in a virtual studio through hands-on instruction and group activities. I use instructor led demonstrations and lectures to introduce new concepts. Students gain valuable experience by practical activities and tutorials, thus exposing them to scenarios that replicate *real world* situations. State of the art computer equipment and software is provided in the classroom. The digital imaging projects assigned and produced in Digital Art course reflect current industry standards and practices.

Attendance is vital for success!

Since classroom activities play a major part in each student's success in the class, attendance is critical. When a student is absent, it is his or her responsibility to make up the assignments that were missed.

Projects & Assignments

Projects and assignments are assigned a value in points and are scored according to ***adherence to project guidelines, quality, creativity and ingenuity***. Student may earn points per finished exercise, assignment, or project. Students also earn points on study guides, quizzes, tests, essays, and presentations. Students who perform above and beyond minimal expectations will feel personally rewarded by their successful publications.

Primary Digital Imaging Software:

Adobe Photoshop & Procreate Painter.

Q. How Do I Turn in Digital Artwork? 220 Digital Dropbox

Although we print some of the digital art on paper, a majority of the practice exercises are “printed electronically” as an Adobe Portable Document File (pdf) or “turned in “ as a native Photoshop file (psd) by saving in the homework folder on the RBV-ROP Data servers. Each class will have its own homework folder. When your graphic is in your class’s folder, you have successfully “turned it in”.

Q. Will I get credit of late work?

Assignments are due on time! Partial credit may be given at the Instructor's discretion. Students should not rely on this concession.

Q. What are the grading criteria?

Each student has the ability to success in Digital Art when they enter the classroom. Students should demonstrate a consistent effort, have innovative ideas, complete their work on time, and show that they are dedicated to creating a quality digital piece. Digital art should demonstrate that they have thoughtfully employed the elements of art and principles of design. Techniques are progressively introduced and developed during the course allowing each student the opportunity to develop their own style of accomplishing a visual solution. Every student is encouraged to develop their own artistic voice. Therefore, the sky is the limit! I can’t wait to see your artwork!

Q. What competency scale do you use?

Students will receive a grade for work complete during each progress report period.

A cumulative grade is assigned at the end of each semester.

| | |
|------------|---|
| A= 90 –100 | All major and minor goals achieved. <u>ALL assignments are turned in on time</u> |
| B =80 – 89 | All major goals achieved; some minor ones not. |
| C =70 – 79 | All major goals achieved; many minor ones not |
| D= 60 – 69 | A few major goals achieved, but student is not prepared for advanced work |
| F= 0 – 59 | None of the major goals achieved. Most assignments are turned in late or not at all |

Expectations

It is my pleasure to be your teacher this year. I look forward to getting to know you and look forward to watching you succeed. A respectful decorum is appreciated at all times. I respect you as young adults who are taking advantage of this CTE Class to benefit yourselves in the future by developing communication and publishing skills that will last a lifetime. I believe that abundant creativity flows in a classroom full of people who mutually respect each other. I have witnessed this personally year after year. Some of the best students in the world walk through the door of RBV room 220. Welcome !!!

Course Outline of ART Curriculum

| | | |
|---|---|--|
| <p>1. Art in Our World a. What is art? b. What do artists create? c. Language of Art</p> <p>2. Art Theory a. Imitationalism b. Formalism c. Emotionalism</p> <p>3. Art Criticism and Aesthetic Judgment a. Learning from a work of art b. Art criticism c. Aesthetics d. Art history</p> <p>4. Art Traditions from Around the World a. Art of earliest times b. Middle eastern and Asian art c. African art d. Art of the Americas</p> <p>5. Transitions in Western Art a. Western art b. Modern art c. Twentieth century art d. New media</p> <p>6. The Media and Processes of Art a. Two-dimensional media b. Three-Dimensional media c. Technological media</p> <p>7. Creative Process a. Physiology and psychology of creativity b. Problem solving c. Creative process in self expression d. Executing effective digital art</p> <p>8. Computer/Software Operation a. File management b. Graphics editing i. Photoshop/Fireworks ii. Flash iii. Illustrator iv. Painter c. Photographic tools d. Electronic drawing techniques e. Drawing/tracing using digitizer tablets f. Networks g. Servers h. Image acquisition i. Scanning ii. Capturing iii. Digital photography</p> | <p>9. Elements of Art a. Line b. Shape c. Form d. Space e. Color f. Value g. Texture</p> <p>10. Principles of Art a. Contrast b. Balance c. Proportion d. Movement e. Rhythm f. Variety g. Emphasis h. Unity</p> <p>11. Creating a Composition a. Combining Elements of Art b. Applying Principles c. Mixed media d. Composite techniques e. Mixing various electronic media f. Presentation</p> <p>12. Line/Drawing skills a. Contour drawing b. Thumbnail sketches c. Storyboarding</p> <p>13. Color Theory a. Psychology of seeing Color b. Physiology of Color c. Color vocabulary d. Color models e. Digital primaries (RGB) f. Print primaries (CYMK) g. Pigment primaries (RBY)</p> <p>14. Typography a. Historical development of Typography b. Categories of Type c. Vocabulary d. Selecting Typefaces and Fonts e. Specifications f. Illuminations with Type</p> <p>15. Perspective a. One point b. Two point c. Three and Four point d. Using electronic techniques e. Other illusions of depth</p> | <p>16. Value Studies a. Portraits b. Shaded geometric forms c. Grayscale value techniques using software drawing d. Gradient tools with digitizer tablets</p> <p>17. Figure Drawing a. Studies of the human form b. Face and body proportions c. Using digitizer tables and various graphics software</p> <p>18. Landscape a. On location sketches b. Use of electronic media for final work c. Figurative Abstract Landscape Using digitizer tables and various graphics software</p> <p>19. Still-Life a. Utilize knowledge of composition b. Observation of actual objects c. Using digitizer tables and various graphics software</p> <p>20. Cartooning and Animation a. Historical and social significance b. Storytelling c. Still Gags and Cartoon strips d. Animation</p> <p>21. Artist Biography a. Organizing research b. The life and work of an artist i. research ii. reporting iii. analyzing c. Creating work in the artist's style</p> <p>22. Opportunities for Digital Artists b. Museums and Galleries c. Agencies d. Education e. Corporations f. Freelance g. Fashion h. Entertainment i. Publishing j. Industrial k. Other related fields</p> |
|---|---|--|

Outline of Digital Imaging Curriculum Photoshop & Painter

Photoshop Curriculum

Digital Imaging Tutorials & Techniques

1. Photoshop Interface
2. Basic Photo Corrections
3. Selection Tools
4. Layer Basics
5. Masks and Channels
6. Correcting and Enhancing of Digital Photographs
7. Typographic Design
8. Vector Drawing Techniques
9. Advanced Masking & Compositing

Photoshop Production Techniques & Special Effects

Photoshop Graphic Art Effects

Lighting Effects

Natural World Effects

Traditional Effects

Distortion, Caricatures, and Panoramas

Presentation effects

Texture and surface Texture Effects

Photographic Effects

Photoshop Type Effects

Publishing Electronically and Print Media

Painter Curriculum

Brush Variants

The Brush Catalog
 Painting with a stylus- preferred method
 Painting with a mouse- Manually setting the pressure, tilt, bearing, and wheel.

Dry Media - Apples

Choosing color with Painter's color wheel
 Chalk brushes-
 Light and Shadow - Handout
 Choosing Paper - Surface Texture

Creating an Impasto Effect

Creating textures
 Add dimension with the Depth eraser, rake, lofter or depth equalizer

Line Art - Bookmarks

Create Book Marks in Painter using Paintbrushes, Fills, Weaves, Patterns
 Painter's Brushes

Painting – Watercolor Brushes

The Water color interface and tools
 Watercolor Brushes
 Paper Control-Wet into Wet
 Blending and Overlaying color
 Pulling out Pigment

Painting- Liquid Ink

Controlling digital brushes
 Ink type, smoothness, and volume of brush strokes

Oil Painting Techniques

Drawing the sketch with digital pencils
 Develop the under painting
 Simulate "electronic oil" using color variability in the water

Mosaics -Butterfly

Building a clone based mosaic
 Applying and Removing Tiles
 Tile and Grout Color
 Rendering tiles- Adding Surface Texture

Painter Curriculum continued

Special Effects in Painter

Adding Dimension with Lighting
 Surface Control Effects-
 Applying lighting to unify an image
 preventing "hot Spots"
 Creating softly lit backgrounds

The color Overlay Effect

Adding surface texture by adjusting pigments with the dye concentration effect - Dye Concentration

“Esoterica” Tool

Placing Elements with the **image hose**
 Randomizing placement
 Expressions Settings
 Controlling the Nozzle-Nozzle Options
 Marbling
 Auto Van Gough
 Pop Art Fills

Surface Control Effects - Photos to art

Lighting-
 Setting Light Sources - Screen
 Surface Textures - Paper
 3 Dimensional Oils
 Texture Luminance
 Glass Distortion

Surface Control Effects - Special Effects

Embossing Effects
 Texture Masks - Express Texture
 Reflection Masks - Image Warps
 Woodcut - Distress -
 Serigraphy Effect
 Focus Effects
 Camera Motion Blur
 Creating Motion
 Depth of Field

Course Accreditations

The Digital Art course is intended as preparation for college. This class will provide you with required and elective credits counting toward graduation from Rancho Buena Vista High School. It also meets enrollment requirements for University of California and California State Universities and Colleges while earning credits at Palomar College. Course curricula are structured around California Department of Education Standards, University of California Standards, California Regional Occupation Program Competencies, Palomar College articulation requirements, and VUSD Standards.

Note: The cited standards are CDE-Standards. California is transitioning to the Common Core State Standards.

Goals and Major Student Outcomes:

1. Develop awareness and perception of traditional and contemporary art, to include natural and manmade phenomenon. (Standard 1, 3)
2. Demonstrate proficiencies and refined skills by effectively applying art elements and principles of design to communicate visually ideas and messages. (Standard 2)
3. Identify and use art vocabulary, art elements and principles of design to describe, discuss, analyze, evaluate and write about their own and other artist's work. They will defend their position on the aesthetic value of specific artworks. (Standard 1)
4. Understand historical contributions of technology to art and the influence of new technology on traditional and contemporary artwork. (Standard 3, Standard 4)
5. Understand how personal beliefs, cultural traditions, and social, political and economic trends affect the interpretations and meaning of an artwork. (Standard 4)
6. Identify, analyze and discuss how the purpose of art varies with time, place and cultural influences, including contemporary social and cultural issues. (Standard 3)
7. Integrate knowledge gained from other disciplines (the humanities, math and sciences) in the development of self-expression. (Standard 5)

Learning Objectives:

1. Students create digital works and sketches that show an understanding of representational, abstract and conceptual art. (Standard 1)
2. Students gain a basic knowledge of a variety of art related digital programs and their practical and aesthetic capabilities. (Standard 1)
3. Students distinguish between various forms of visual communications. (Standard 1)
4. Students maintain a sketchbook for class notes, research project material and clip files throughout the course. (Standard 2)
5. Students keep an electronic portfolio of original artwork that reflects refined artisanship and technical skill. (Standard 2)
6. Students demonstrate observational drawing skill and digital imagery. They will create at least one artwork that addresses a social issue. (Standard 2)
7. Students demonstrate their knowledge of symbolic representation. (Standard 2)
8. Students study, compare and contrast art from various cultures. (Standard 3)
9. Students understand the cultural and social significance of the digital medium and its relationship to the evolution of traditional art. (Standard 3)
10. Students analyze and critique artworks by recognized artists as well as their own. (Standard 4)