

Computer Graphics 2 Overview

Content Area: **Engineering**
Course(s): **COMPUTER GRAPHICS II**
Time Period:
Length: **90 Days**
Status: **Published**

Cover

EAST BRUNSWICK PUBLIC SCHOOLS

East Brunswick New Jersey

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Course Adoption: 10/27/1988

Curriculum Adoption: 10/27/1988

Date of Last Revision Adoption: 9/1/2017

Course Overview

COURSE DESCRIPTION

In this advanced course, there is greater emphasis on production work in which the skills learned from the previous course are integrated into more complex Photoshop activities. Projects include duotones, channels, actions, vector illustration, logo design, and photomontage.. Students may produce material for personal use as well as internal school printing and design projects. A greater emphasis is placed upon individual skills where students can design, layout and produce one-of-a-kind projects for personal portfolios.

COURSE SCOPE AND SEQUENCE

	Other Pacing Guide References	Proficiency (Summative) Assessments
UNIT 1 REVIEW OF MAC OSX		
<ul style="list-style-type: none">• Identify major work areas of the OS for ease of navigation• Finder window, sidebar, dock, general docs• Utilize key features of the OS for file organization using view choice and terminology• Dock customization with applications and views• East Brunswick’s Acceptable Use Policy and its application to our classroom• mmmm	1 days	<ul style="list-style-type: none">• OSX Review Worksheet – teacher developed• Acceptable Use contract – teacher developed
UNIT 2 INTRODUCTION TO PHOTOSHOP CS3		
<ul style="list-style-type: none">• Identify each tool within toolbar by name• Utilize each tool within toolbar properly according to its function• Uncover and select tools in “flyout” menus when appropriate• Breakdown toolbar into major sections:<ul style="list-style-type: none">○ Selection○ Crop and Slice	2 days	<ul style="list-style-type: none">• Photoshop Toolbar – teacher developed• Photoshop quiz

- Retouching
- Drawing and Type
- Assistance
- Swatches
- Modes
- Identify updated functions of Photoshop CS3 as compared to Photoshop CS software for ease of navigation and use

UNIT 3 USING WARP AND LIQUIFY

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| ● 3-D Curved Video Wall TLA | | |
| ● Using Edit > Warp function of Photoshop CS3 | | |
| ● Manipulate keyboard shortcuts | 3 days for 3-D Curved Video Wall TLA | ● Teacher-developed procedure handouts |
| ● Out of Bounds Images TLA | | |
| ● Straight frame “OOB” | 9 days for both Out of Bounds Images TLA | ● Individual projects |
| ● Warped frame “OOB” | | |
| ● Frankenstein TLA | 10 days for Frankenstein TLA | ● Practical test |
| ● Transferring images from digital camera to Documents | | |
| ● Manipulate Liquefy Filter in Photoshop CS3 | | |

UNIT 4 WORKING WITH CHANNELS IN PHOTOSHOP CS3

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| ● Channels TLA | | ● Teacher-developed procedure handouts |
| ○ Maintaining Layer Order while Combining Multiple Images | 5 days | ● Individual projects |
| ○ Renaming Layers | | |
| ○ Creating an Alpha Channel | | ● Practical test |

- Saving Selection Areas as Channels
- Loading Selections from Channels

UNIT 5 ALTERNATE COLOR AND BLEND MODES IN PHOTOSHOP

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| <ul style="list-style-type: none"> • Duotone/Tattoo TLA <ul style="list-style-type: none"> ○ Utilize Duotone color mode to achieve thorough color progression with only 2 colors ○ Manipulate multiple blend modes on image layers ○ Maintaining Layer Order while Combining Multiple Images | 6 days | <ul style="list-style-type: none"> • Teacher-developed procedure handouts • Individual projects • Practical test |
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UNIT 6 LOGO DESIGN

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| <ul style="list-style-type: none"> • Doodle for Google Design Competition TLA • Working from Templates in Photoshop • Sports and Entertainment Marketing Collegiate Logo TLA • Logo Design for a “Client” • Maintaining Original Vision and Color Scheme Specifications • Peer critique on completed files | 9 days for Doodle for Google Design Competition TLA

10 days for Sports and Entertainment Marketing Collegiate Logo TLA | <ul style="list-style-type: none"> • Teacher-developed procedure handouts • Individual projects • Peer critique for Sports and Entertainment Marketing Collegiate Logos • Practical test |
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UNIT 7 ADVANCED PEN TOOL TECHNIQUES

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| <ul style="list-style-type: none"> • Pen Tool Custom Shape Tutorial • Vector Art Illustration TLA • Grouping Layers | 2 days for Pen Tool Custom Shape Tutorial

12 days for Vector Art Illustration TLA | <ul style="list-style-type: none"> • Teacher-developed procedure handouts • Online tutorial completion (PSDtuts.com) |
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- Building Shape Layers
- Modifying Existing Shapes with Freeform Pen Tool and Convert Point options
- Magnetic options for Shape Layers

- Individual projects
- Practical test

UNIT 8 MERGING PHOTOSHOP AND INDESIGN SKILLS

- Page Layout and Design Review
- Text Effects Tutorial Design TLA
- Image Effects Tutorial Design TLA

1 day for InDesign review

7 days for Text Effects Tutorial Design TLA

7 days for Image Effects Tutorial Design TLA

- Teacher-developed procedure handouts
- Individual projects
- Practical test

CONTENT FOCUS AREA AND COURSE NAME

Course Name: Computer Graphics 2- #1318

Course Number	School Numbers	Course Level	Grades(s)	Credits	Min. Per Week	Elective/Required	Initial Course Adopted
1318	050	S	10-12	2.50	210	E	04/21/1986

Textbooks and Other Resources

Teacher-developed handouts

Online resources

Standards

9.3.12.AR-VIS.1

Describe the history and evolution of the visual arts and its role in and impact on society.

9.3.12.AR-VIS.2	Analyze how the application of visual arts elements and principles of design communicate and express ideas.
9.3.12.AR-VIS.3	Analyze and create two and three-dimensional visual art forms using various media.
VPA.1.1.12.D.1	Distinguish innovative applications of the elements of art and principles of design in visual artworks from diverse cultural perspectives and identify specific cross-cultural themes.
VPA.1.1.12.D.CS1	Common themes exist in artwork from a variety of cultures across time and are communicated through metaphor, symbolism, and allegory.
VPA.1.1.12.D.CS2	Stimuli for the creation of artworks can come from many places, including other arts disciplines.
VPA.1.3.12.D.1	Synthesize the elements of art and principles of design in an original portfolio of two- and three-dimensional artworks that reflects personal style and a high degree of technical proficiency and expressivity.
VPA.1.3.12.D.2	Produce an original body of artwork in one or more art mediums that demonstrates mastery of visual literacy, methods, techniques, and cultural understanding.
VPA.1.3.12.D.4	Analyze the syntax and compositional and stylistic principles of two- and three-dimensional artworks in multiple art media (including computer-assisted artwork), and interpret themes and symbols suggested by the artworks.
VPA.1.3.12.D.CS1	How individuals manipulate the elements of art and principles of design results in original portfolios that reflect choice and personal stylistic nuance.

Grading and Evaluation Guidelines

GRADING PROCEDURES

In terms of proficiency level the East Brunswick grades equate to:

- A Excellent - Advanced Proficient
- B Good Above Average - Proficient
- C Fair - Proficient
- D Poor - Minimally proficient
- F Failing - Partially Proficient

COURSE EVALUATION

Each quarter students will be evaluated with tests and programming assignments using a total point basis to determine the quarter average. The semester/course average will be a weighted average of the 2 quarter averages (40% each) and a final exam (20%); in a full year course, each quarter is worth 20% of a student's final grade and each exam (midterm & final) is worth 10% of the student's final grade.

Course achievement will be evaluated based on the percent of all pupils who achieve the minimum level of proficiency (final average grade) in the course. Student achievement levels above minimum proficiency will also be reported. Final grades, and where relevant mid-term and final exams, will be analyzed by staff for the total cohort and for sub-groups of students to determine course areas requiring greater support or

modification.)

Other Details

05162 Graphic Design

Graphic Design courses emphasize design elements and principles in the purposeful arrangement of images and text to communicate a message. They focus on creating art products such as advertisements, product designs, and identity symbols. Graphic Design courses may investigate the computer's influence on and role in creating contemporary designs and provide a cultural and historical study of master design works of different periods and styles.