Editing Images and Graphics

Content Area: **Technology**
Course(s): **Media Communications**
Time Period: **October**
Length: **6 Weeks**
Status: **Published**

Transfer

Unit 2:

Use digital tools to access, manage, evaluate, and synthesize information in order to solve problems individually and collaboratively and to create and communicate knowledge.

Enduring Understandings

An understanding of the importance of creating a work of art, using technology, that is visually appealing and interesting to an audience

People use technology to create meaningful and effective interactive digital media.

Editing is the tool that is used to transform your images into a work of art that conveys your message.

Digital media files differ in their design and have their own unique advantages and disadvantages.

Understanding the various tools and menus of a computer program will greatly assist the efficiency of work.

Print and visual media are composed of text, graphics, and photographic images.

Essential Questions

Why is it important to incorporate the design principles in all artwork and designs?

How is the design process carried out and what are the steps?

How are colors grouped and related?

How can colors be made lighter or darker?

How can light affect how we see color?

What are some methods used to share design ideas?

Content

Big Idea: The effectiveness of design, photography and artwork is influenced by the principles and elements of design.

Vocabulary

Vocabulary:

Customize

Panel

Pixels

Inverse

Tolerance (as it relates to color)

Saturate

Desaturate

Emboss

Hue

Bevel

elliptical

Learning Objectives

Students will be able to perform basic editing techniques.

Students will be able to differentiate between Illustration and Photo Editing Software.

Students will be able to create projects utilizing both software packages.

Students will be able to create custom work utilizing text, graphics, and photography.

Students will be able to explain the brainstorming process behind creating an original work of Art.

Photography captures moments of life and society.

Photography requires knowledge of proper technique.

Resources

Resources:

Every student in every school should have the opportunity to learn applications to communicate their ideas more effectively. Exposing the learner to multiple platforms for learning facilitates a better understanding of the extensive resources available while creating a broad foundation of the basic concepts and principles behind Digital media. The Media Communications Class will use the following platforms and resources:

1. Drawing materials • Inspiration software (optional) • Student Guide: Storyboards, Screenplays, and Shot Lists • DVD of a Pixar movie • Projector

2. Adobe Photoshop - students of today should be well versed in applications be able to express creatively and communicate effectively. Photoshop is the main program for all interactive design projects because it is pixel based like our monitors and phones, optimizes images for web and is the

main program which web developers are familiar with when building websites.

3. iMovie - iMovie is a powerful and highly engaging tool for students to share their knowledge and express themselves in the form of digital movies. Students will create high-quality video reports to demonstrate abstract concepts, or documentaries to increase the relevance of social issues.

Throughout this course the learners experience will be enhanced using the following:

- TED-Ed Originals; short, award-winning animated videos about ideas that spark the curiosity of learners everywhere.

- Ted Talks videos (Ted.com). TED Talks are influential videos from expert speakers on education, business, and digital media.

- Many youtube videos that relate to computer science. Ie. This sample video will be used to supplement the animation unit: PIXAR Explained - https://youtu.be/Z1R1z9ipFnM or https://www.youtube.com/watch?v=Z1R1z9ipFnM&feature=em-uploademail .

Google Platform inspires students to refine their skills on online resources and will be used to develop a better understanding of web page design.

Standards

TECH.8.1.8	Educational Technology: All students will use digital tools to access, manage, evaluate, and synthesize information in order to solve problems individually and collaborate and to create and communicate knowledge.
TECH.8.2.8.C.1	Explain how different teams/groups can contribute to the overall design of a product.
TECH.8.2.8.D.1	Design and create a product that addresses a real world problem using a design process under specific constraints.
TECH.8.2.8.D.2	Identify the design constraints and trade-offs involved in designing a prototype (e.g., how the prototype might fail and how it might be improved) by completing a design problem and reporting results in a multimedia presentation, design portfolio or engineering notebook.
TECH.8.2.8.E.1	Identify ways computers are used that have had an impact across the range of human activity and within different careers where they are used.