

Unit 2: Adobe Illustrator: Pen tool and Advanced Vector Drawing

Content Area: **Art**
Course(s): **Graphic Design I**
Time Period: **5 weeks**
Length: **Weeks**
Status: **Published**

Unit Overview

Students will expand on their knowledge of basic functions in this program by adding drawing tools and allowing them to create digital vector images. Basic functions contain tools and palettes including and not limited to: drawing with the Pen Tool, adjusting anchor points, sampling color with the eyedropper, arranging layers, and much more.

Transfer

By the end of this unit, students will be able to create, reproduce, and digitalize any image, while understanding shortcuts, tools, and palettes necessary to complete any task while addressing and responding to relevant questions asked.

Meaning

Understandings

Students will be able to trace an image by

Creating, Locking, Adjusting Layers

Pen Tool: Drawing with straight and curved lines, adding Anchor Points, Subtracting Anchor Points, creating organic shapes by observing clusters of color/pixels

Eyedropper: Select appropriate colors and apply it to created shapes, can differentiate between Fill and Stroke.

Template Layer: A guide layer that contains the original image being reproduced. Able to toggle, lock, and arrange.

Essential Questions

Why is it important for an image to be vectorized?

How could graphic designers use this style or technique of drawing?

What other areas in art could you apply this concept of drawing shapes of color?

What makes one project better than the other?

Application of Knowledge and Skill

Students will create a vector portrait by applying knowledge of the Adobe interface while using skills accumulated from previous art units and classes. In creating the vector drawings, students have to pay attention to the anatomical structure that dictates the form, shape and color of the object.

Students will know...

Students will be skilled at...

Demonstrating competency in navigating through Adobe Illustrator, using appropriate tools with increased mastery where applicable during assessments and assignments.

- Pen Tool
- Gradient
- Shape tool
- Eyedropper
- Selection Tools
- Grouping
- Fill/Stroke
- Layers
- Clipping Mask
- Printing

Students will be skilled at...

Students will be skilled at...

Using the Pen Tool to create curves and organic shapes of color, which follow basic anatomical structure.

Academic Vocabulary

Vector

Anchor Point

Direct Selection

Palette

Layers Palette

Contrast

Organic Shapes

Jpeg

Pdf

.AI file

fill/stroke

- Complementary Color
- Split Complementary
- Gradient
- Clipping Mask
- Toggle

Learning Goal

The Students will be able to: Independently create a portrait drawing primarily focusing on the pen tool as well as other tools and functions in Illustrator and exceeds expectations through the use of advanced skills, creativity and/or additions to the project. Students can choose and identify appropriate tools, colors and shapes and explain those choices.

CRP.K-12.CRP1	Act as a responsible and contributing citizen and employee.
CRP.K-12.CRP2	Apply appropriate academic and technical skills.
CRP.K-12.CRP5	Consider the environmental, social and economic impacts of decisions.
CRP.K-12.CRP6	Demonstrate creativity and innovation.
CRP.K-12.CRP8	Utilize critical thinking to make sense of problems and persevere in solving them.
CRP.K-12.CRP11	Use technology to enhance productivity.
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.CS1	How individuals manipulate the elements of art and principles of design results in original portfolios that reflect choice and personal stylistic nuance.
VPA.1.3.12.D.CS4	Artists interpret/render themes using traditional art media and methodologies as well as new art media and methodologies.
VPA.1.4.12.A.1	Use contextual clues to differentiate between unique and common properties and to discern the cultural implications of works of dance, music, theatre, and visual art.
VPA.1.4.12.B.1	Formulate criteria for arts evaluation using the principles of positive critique and observation of the elements of art and principles of design, and use the criteria to evaluate works of dance, music, theatre, visual, and multimedia artwork from diverse cultural contexts and historical eras.
VPA.1.4.12.B.3	Determine the role of art and art-making in a global society by analyzing the influence of technology on the visual, performing, and multimedia arts for consumers, creators, and performers around the world.
VPA.1.4.12.B.CS3	Art and art-making reflect and affect the role of technology in a global society.
TECH.8.1.12.A.1	Create a personal digital portfolio which reflects personal and academic interests, achievements, and career aspirations by using a variety of digital tools and resources.
TECH.8.1.12.A.CS1	Understand and use technology systems.
TECH.8.1.12.A.CS2	Select and use applications effectively and productively.
TECH.8.1.12.B.CS1	Apply existing knowledge to generate new ideas, products, or processes.
TECH.8.1.12.D	Digital Citizenship: Students understand human, cultural, and societal issues related to technology and practice legal and ethical behavior.
TECH.8.1.12.E.CS3	Evaluate and select information sources and digital tools based on the appropriateness for specific tasks.

Target 1-- Level 1 Retrieval

SWBAT:

1. Utilize Elements and Principles from previous units and classes.
2. Use appropriate tools and functions necessary to complete task
3. Recalls vocabulary from previous unit

CRP.K-12.CRP1	Act as a responsible and contributing citizen and employee.
CRP.K-12.CRP2	Apply appropriate academic and technical skills.
CRP.K-12.CRP4	Communicate clearly and effectively and with reason.
CRP.K-12.CRP5	Consider the environmental, social and economic impacts of decisions.

CRP.K-12.CRP6	Demonstrate creativity and innovation.
CRP.K-12.CRP8	Utilize critical thinking to make sense of problems and persevere in solving them.
CRP.K-12.CRP11	Use technology to enhance productivity.
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.
TECH.8.1.12.B.CS1	Apply existing knowledge to generate new ideas, products, or processes.
TECH.8.1.12.D	Digital Citizenship: Students understand human, cultural, and societal issues related to technology and practice legal and ethical behavior.
TECH.8.1.12.E.CS3	Evaluate and select information sources and digital tools based on the appropriateness for specific tasks.

Target 2-- Level 2 Comprehension

SWBAT:

1. Adjusting Layers palette
2. Add and subtract anchor points.
3. Use the smooth tool.
4. Using Eyedropper tool
5. Picking out Highlights, Midtones, Shadows
6. Applying Gradient
7. Saving properly

Draw with the pen tool – straight & curved lines.

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.CS4	Artists interpret/render themes using traditional art media and methodologies as well as new art media and methodologies.
TECH.8.1.12.A.CS1	Understand and use technology systems.
TECH.8.1.12.A.CS2	Select and use applications effectively and productively.
TECH.8.1.12.B.CS1	Apply existing knowledge to generate new ideas, products, or processes.

Target 3-- Analysis

SWBAT

1. Understand how to use the pen tool and draw using appropriate shapes and hues. Student can draw smooth curves, add, subtract and manipulate anchor points, organize and manipulate shapes.
 2. Recall American Copyright laws and Plagiarism
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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.CS4	Artists interpret/render themes using traditional art media and methodologies as well as new art media and methodologies.
VPA.1.4.12.A.CS2	Contextual clues within artworks often reveal artistic intent, enabling the viewer to hypothesize the artist's concept.

Target 4-- Knowledge Utilization

SWBAT:

Understand how to use the pen tool and draw using appropriate shapes and hues. Student can draw smooth curves, add, subtract and manipulate anchor points, organize and manipulate shapes.

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.
VPA.1.4.12.A.CS1	Recognition of fundamental elements within various arts disciplines (dance, music, theatre, and visual art) is dependent on the ability to decipher cultural implications embedded in artworks.
VPA.1.4.12.B.1	Formulate criteria for arts evaluation using the principles of positive critique and observation of the elements of art and principles of design, and use the criteria to evaluate works of dance, music, theatre, visual, and multimedia artwork from diverse cultural contexts and historical eras.
VPA.1.4.12.B.3	Determine the role of art and art-making in a global society by analyzing the influence of technology on the visual, performing, and multimedia arts for consumers, creators, and performers around the world.
VPA.1.4.12.B.CS3	Art and art-making reflect and affect the role of technology in a global society.

Summative Assessment

1. Various Illustrator Assignments
2. Final Portrait Project
3. Formal and Informal class Critiques

21st Century Life and Careers

CRP.K-12.CRP1	Act as a responsible and contributing citizen and employee.
CRP.K-12.CRP2	Apply appropriate academic and technical skills.
CRP.K-12.CRP4	Communicate clearly and effectively and with reason.
CRP.K-12.CRP6	Demonstrate creativity and innovation.
CRP.K-12.CRP7	Employ valid and reliable research strategies.
CRP.K-12.CRP8	Utilize critical thinking to make sense of problems and persevere in solving them.
CRP.K-12.CRP11	Use technology to enhance productivity.

Formative Assessment and Performance Opportunities

1. In-class reading, writing, speaking and listening activities.
2. Class participation.
3. Digital assessments with accompanying assignments.
4. Surveys.
5. Teacher-directed Q and A.
6. Teacher observation.
7. Additional practice activities.

Differentiation / Enrichment

Differentiation:

1. Strategic seating for reduced distraction, enabling better lesson focus.
2. Small-group, teacher-monitored learning activities.
3. Provision of graphic organizers, vocabulary lists, note-taking techniques and devices.

Enrichment:

1. Expand and extend concepts, ideas, relationships, and generalizations.
2. Students will be provided with additional resources on relative topics.

3. Provide students with supplemental resources to expand knowledge base.
4. Create experiences for deeper learning.

Unit Resources

RESOURCES:

Project Rubrics

Practice Objects

Student examples: Good vs. Bad