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| Standard | **VPA.1.3.12.D.CS4** - [Content Statement] - Artists interpret/render themes using traditional art media and methodologies as well as new art media and methodologies. |
| Unit | Photoshop |
| 4  Exceeded Standard | The Students will be able to:  Create an image of a character fully incorporating all learned tools and methods learned in Photoshop that accurately renders the new character onto their own face. Students are willing to experiment and try things above and beyond what was learned in class. |
| 3  Reached the Standard | The students will be able to:  Turn their own portrait into a make believe character using Photoshop tools learned to date. |
| 2  Daily Targets | The students will be able to approach the target goal by:   1. Completing the portrait project. 2. Learn how to use the liquify and warp tools. 3. Learn how to use an adjustment layer to change color in an area of a photo. 4. Create original Funny Money 5. Learn how to use the text tool in Photoshop. 6. Create an image that pops out of a frame to look 3D. 7. Use the transform tools and combine images. Clone stamp on different layers. 8. Edit the image of a beach to incorporate all necessary elements. 9. Learn how to use the replace color option and color replacement tool. 10. Complete the Fix My Hat assignment to learn to use the clone stamp and hue/saturation. 11. Combine photos into a new image in the Misplaced Objects project. 12. Complete the Mr. Melonhead assignment to learn to make good selections and cut out images. |
| 1 | With some help, the student has partial success with the unit content |
| 0 | Even with help, the student does not understand the content and cannot complete the tasks defined in the unit. |