Unit 3-Multimedia

Content Area: **Fine & Performing Arts**
Course(s):
Time Period: **Semester 2**
Length: **8 weeks**
Status: **Published**

Unit Introduction

In this unit, students will be able to experiment with their creativity to achieve growth and understanding throughout a multitude of creative media.

Standards

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.2	Translate literary, musical, theatrical, and dance compositions by using them as stimulus/inspiration for corresponding visual artworks.
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.5	Identify the styles and artistic processes used in the creation of culturally and historically diverse two- and three-dimensional artworks, and emulate those styles by creating an original body of work.
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.2	Evaluate how an artist's technical proficiency may affect the creation or presentation of a work of art, as well as how the context in which a work is performed or shown may impact perceptions of its significance/meaning.

Essential Questions

- How does an artist communicate an idea, feeling or message to the viewer?
- How does an illustrator use the elements of art and the principles of design as building blocks to cohesively organize a work of art?
- How does an illustrator safely and responsibly use materials, tools, processes, and technology in creating a well-crafted work of art?
- How does art history and culture relate to the creation of illustrations?

Content / Skills

- Begins to interpret and apply intended meanings of visual images, themes, and ideas, in 2D Design.
- Begins to demonstrate an intermediate skill level and knowledge of of elements of art and principles of design in 2D Design.
- Demonstrates introductory knowledge and attainment of intermediate level skills, materials, techniques, and safe practices.
- Begins to analyze the relationship between art history and culture and 2D Design.
- Begins to critically and objectively analyze 2D Design using comparison and contrast.
- Begins to interpret and distinguish intended meanings of visual images, themes, and ideas in 2D Design.