09_Add Images and Artistic Effects

Content Area: **Art**
Course(s):
Time Period: **Semester**
Length: **2 Weeks**
Status: **Published**

General Overview, Course Description or Course Philosophy

The computer arts course is designed to offer students the skills and understanding to navigate and create artwork in the leading industry-standard vector graphics software programs. Students will create everything from web and mobile graphics to logos, icons, book illustrations, product packaging, and billboards. They will turn shapes and colors into logos and icons. Create typography, draw freehand, and trace and recolor graphics. They will work predominantly in Adobe Illustrator which is vector-based, so their artwork stays crisp even when scaled up to stadium size. Students will have assembled a digital portfolio showcasing their skills by the end of the course.

OBJECTIVES, ESSENTIAL QUESTIONS, ENDURING UNDERSTANDINGS

Objective: Learn the basics of working with images and effects, including how to add and edit effects, apply brush strokes, and more.

Essential Questions: How do we analyze and react to media artworks? How do media artworks function to convey meaning and influence audience experience?

Enduring Understandings: An artist's appreciation of media artworks is influenced by their interests, experiences, understandings, and purposes. Identifying the qualities and characteristics of media artworks improves the individual's aesthetic and empathetic awareness.

CONTENT AREA STANDARDS

MA.9-12.1.2.12acc.Cn10	Synthesizing and relating knowledge and personal experiences to create products.
MA.9-12.1.2.12acc.Cn10a	Synthesize internal and external resources to enhance the creation of persuasive media artworks, such as cultural connections, introspection, research, and exemplary works.
MA.9-12.1.2.12acc.Cn10b	Explain and demonstrate the use of media artworks to synthesize new meaning and knowledge. Reflect and form cultural experiences, such as new connections between themes and ideas, local and global networks, and personal influence.
MA.9-12.1.2.12prof.Cn10a	Access, evaluate and integrate personal and external resources to inform the creation of original media artworks, such as experiences, interests and cultural experiences.

Synthesize

RELATED STANDARDS (Technology, 21st Century Life & Careers, ELA Companion Standards are Required)

TECH.9.4.12.CI.2	Identify career pathways that highlight personal talents, skills, and abilities (e.g., 1.4.12prof.CR2b, 2.2.12.LF.8).

STUDENT LEARNING TARGETS

Declarative Knowledge

Students will understand that:

- An artist's appreciation of media artworks is influenced by their interests, experiences, understandings, and purposes. Identifying the qualities and characteristics of media artworks improves the individual's aesthetic and empathetic awareness.

Procedural Knowledge

Students will be able to:

- Demonstrate beginners use of the basics of working with images and effects, including how to add and edit effects, apply brush strokes, and more.
- Analyze and react to media artworks.
- Use media artworks to convey meaning and influence audience experience.

EVIDENCE OF LEARNING

Alternate Assessments

- Teacher/Student Conferences
- Portfolios
- Modified Rubrics

Formative Assessments

Teacher Observation

Teacher Feedback and Discussions

Student Journal

Practical Exercises

Independent Investigation Activities

Summative Assessments

Teacher Rubrics

Final Projects

Reflection Worksheet

Self Evaluation

Critiques

RESOURCES (Instructional, Supplemental, Intervention Materials)

Adobe Illustrator

Adobe Fresco

Google Drawing

Procreate

INTERDISCIPLINARY CONNECTIONS

Discover a potential career pathways that highlight personal talents, skills, and abilities in the media arts.

ACCOMMODATIONS & MODIFICATIONS FOR SUBGROUPS

See link to Accommodations & Modifications document in course folder.