

# 03\_Transform and Edit Artwork

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

## **General Overview, Course Description or Course Philosophy**

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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**

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**Objective:** Learn the basics of transforming and editing artwork, including resizing artwork, using groups, aligning objects, and more.

**Essential Questions:** How are complex media arts experiences constructed? At what point is a work considered "complete"?

**Enduring Understandings:** Media artists integrate various media and content to develop complex, unified artworks through a process of creation and communication.

## **CONTENT AREA STANDARDS**

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MA.9-12.1.2.12prof.Pr	Producing
MA.9-12.1.2.12prof.Pr4	Selecting, analyzing, and interpreting work.
MA.9-12.1.2.12prof.Pr4a	Integrate various arts, media arts forms and content into unified media arts productions, considering the reaction and interaction of the audience, such as experiential design.
	Practice

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

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TECH.9.4.12.CT.1

Identify problem-solving strategies used in the development of an innovative product or practice (e.g., 1.1.12acc.C1b, 2.2.12.PF.3).

## **STUDENT LEARNING TARGETS**

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### **Declarative Knowledge**

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Students will understand that:

- Media artists integrate various media and content to develop complex, unified artworks through a process of creation and communication.

### **Procedural Knowledge**

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Students will be able to:

- Use the basics of transforming and editing artwork, including resizing artwork, using groups, aligning objects, and more.
- Figure out how complex media arts experiences are constructed.
- Determine the point at which a work is considered "complete".

## **EVIDENCE OF LEARNING**

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### **Alternate Assessments**

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- Teacher/Student Conferences
- Portfolios
- Modified Rubrics

### **Formative Assessments**

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Teacher Observation

Teacher Feedback and Discussions

Student Journal

Practical Exercises

Independent Investigation Activities

### **Summative Assessments**

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Reflection

Final Project

Portfolio

Art Show

### **RESOURCES (Instructional, Supplemental, Intervention Materials)**

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Adobe Illustrator

Adobe Fresco

Google Drawing

Procreate

### **INTERDISCIPLINARY CONNECTIONS**

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Students will gain creative problem-solving skills that will make them more valuable to prospective organizations.

### **ACCOMMODATIONS & MODIFICATIONS FOR SUBGROUPS**

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See link to Accommodations & Modifications document in course folder.

