CREATIVE COMPUTER GRAPHICS I

Description

This course provides experiences with a variety of computer technologies and Art related software programs, such as Photoshop and Painter. Assignments are based on a variety of themes, including design concept, abstraction, illustration, portrait, landscape, surrealism, communication and advertising. As students learn the basics of good graphic design, they will generate their own unique creative imagery while mastering software applications, transporting and combining images between programs and files and exploring printing techniques. A working knowledge of the Elements and Principles of Design in composition is blended with developing skills, by using the power of Computer Age technology as a medium for expressing ideas and images artistically. By the end of the semester each student will develop and present a portfolio of work in the form of print and electronic files.

Course Overview

Course Objectives	**Essential Questions**	**Assessments**
Students should:	- How does the process of discovery fuel the imagination? - How does the traditional language of design apply to electronic media? - How can the computer be used as an effective communication tool or visual language? - How can Photoshop be used in creating and manipulating visual images? - How can the tools and brushes in Painter be used to interpret imagery for illustration and simple animation?	*Common Assessments* *Skill Assessments*

Content Outline
  I.   Unit 1: Discovery Through the Creative Process
  II. Unit 2: Introduction to Photoshop
  III. Unit 3: Intro to Painter
	Standards
	
	Connecticut SDE Arts Curriculum Framework
	
	Connecticut State Visual Arts Standards are met in the following areas:
	
	    Analysis, Interpretation and Evaluation ***Content*** ***Connections***
		Grade Level Skills
		Students will:

Pacing Guide				
1st Marking Period			2nd Marking Period	
Month 1	Month 2	Month 3	Month 4	Month 5

Unit 1
Discovery Through the Creative Process
16 weeks ongoing

Unit 2	Unit 3
Introduction to Photoshop	**Introduction to Painter**
12 weeks	4 weeks

Unit 1 - Discovery Through the Creative Process (embedded throughout the course) **top**

Standards

Analysis, Interpretation and Evaluation
Students will reflect upon, describe, analyze, interpret and evaluate their own and other's work.
Students will:

- research and analyze historic meaning and purpose in varied works of art.

Content
Students will consider, select and apply a range of subject matter, symbols and ideas.
Students will:

- use, record and develop ideas for content over time.

Unit Objectives
Students will be able to:

- understand the message and the audience.
- understand how to articulate meaning clearly through suggested visual elements.
- recognize the value of research.
- recognize the developmental process for creating new ideas, concepts and images.

Essential Questions

- How does the process of discovery fuel the imagination?
- How does the traditional language of design apply to electronic media?

Focus Questions

- How to the students use the process of inquiry to determine the direction of creative Artwork?
- How can we understand the "why" and "what" in order to be an effective communicator?
- How can the student articulate meaning clearly with selected visual elements?
- How does brainstorming ideas help the student to understand the creative process?

Assessments

- Computer portfolios
- Power point
- Accessing references and preliminary design work

Skill Objectives
Students will:

- analyze references appropriate to the subject.
- investigate and apply a variety of solutions in their work.
- apply unique capabilities of software to image development.
- share his/her individual ideas with peers and the instructor for feedback.

Unit 2 – Introduction to Photoshop, 12 weeks <u>top</u>

Standards
Connections
Students will make connections between the visual arts, other disciplines and daily life.
Students will:
- analyze and compare characteristics of the visual arts within a particular historical period or style with ideas, issues or themes of that period or style.
- apply visual arts knowledge and skills to solve problems relevant to a variety of careers.

Content
Students will consider, select and apply a range of subject matter, symbols and ideas.
Students will:
- use subject matter, symbols, ideas and themes that demonstrate knowledge of contexts, and cultural and aesthetic values to communicate intended meaning.

Unit Objectives
Students will be able to:
- understand the message and the audience.
- understand how to navigate between layers while developing an image.
- understand how design or montage is used to create graphics or advertisements.
- recognize how to incorporate original Artwork from traditional media.
- understand how to incorporate the Elements and Principles of Design into every digital image.

Essential Questions
- How can the computer be used as an effective communication tool or visual language?
- How can Photoshop be used in creating and manipulating visual images?

Focus Questions
- How can the artist create a variety of solutions for image development?
- How is computer generated Art being used in contemporary advertising and design?
- How can literal, historical, and symbolic references, as well as items from the natural world, be used for developing designs and images?

Assessments
- Develop illustrations, portraits, and narrative images
- Develop materials for Publishing programs
- Combine images using collage and montage
- Illustrate a form in motion
- Write and create a children's book
- Create images relating to a central theme
- Incorporate original Artwork from traditional media

Skill Objectives
Students will:
- use all the tools on the toolbar and apply functions from the pull down menu.
- import scanned images.
- create new files.
- move, copy, duplicate and transform elements.
- manipulate the image using levels, curves, and other editing tools.

Unit 3 - Intro to Painter, 4 weeks

Standards

Analysis, Interpretation and Evaluation

Students will reflect upon, describe, analyze, interpret and evaluate their own and other's work.

Students will:

- apply critical and aesthetic criteria for the purpose of improving their own works of art (e.g., technique, formal and expressive qualities, content)

Unit Objectives	Essential Question	Assessments
Students will be able to: - understand when and how to select the most effective options in Photoshop. - understand how Painter is to be used to animate an image. - recognize the variety of palette and menu options.	- How can the tools and brushes in Painter be used to interpret imagery for illustration and simple animation? **Focus Questions** - What are the unique qualities of Painter software? - How can software simulate traditional Art media?	- Animal illustrations - Recorded drawing sessions - Abstract design with color gradients **Skill Objectives** Students will: - navigate basic function and menu options. - use electronic brushes for a variety of effects. - adjust color and value contrast. - apply and investigate a variety of solutions for image development. - import/export to and from Photoshop, Illustrator and Publishing programs. - suggest space and form. - manipulate images using available tools.