CTE/ROP Digital Art 1/2

San Diego County Office of Education - Sweetwater Union High School District
Pacing Guide/Course Description

Course Length: 2 Semesters	**Classroom Instruction:** 180 hours
SUHSD Course Number: 97225	**Grade Level:** 9, 10, 11, 12
SDCOE Course Number: 282005	**SDCOE Total Hours:** 202 hours
CBEDS Number/Title: 2820/Digital Art/Computer Art/Artistic Graphics	**Year of Implementation:** 2012
Course Pre-requisites: Computer Art Is Recommended	**Articulation (school/credits):** None
CTE Industry Sector: Arts Media and Entertainment, Information Technology, Manufacturing and Product Development	**CTE Pathway(s):** Graphic Arts Technology, Integrated Graphics Technology, Information Support & Services, Media Support &Services, Media Design Arts, Performing Arts, Production & Managerial Arts
Job Titles: Digital Arts, Graphic Design, Illustrator, Video Game Development	
Credential Information: Preliminary or Clear Full-Time Designated Subjects CTE Teaching Credential in Arts, Media and Entertainment	
Required Textbooks: None	
Course Description: This course provides entry-level and advanced training in Digital Arts I & II. Employment possibilities include: Graphic Designer, Multi-Media Artists, Animation and other position related to industry. Instruction covers the following areas: Art history, theory, and develop design skills utilizing graphic technology in the field of digital art. Students use equipment which includes: Both PC and Mac computers, digital cameras, CS3 software, and both a black/white printer and color printer.	

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Semester 1

Unit 1: Orientation
Unit 2: Introduction to Computer Operating Software, Design Software and Peripherals
Unit 3: Introduction to Digital Art
Unit 4: Art/Design Skills
Unit 5: Digital Imaging
Unit 6: Art/Design Skills
Unit 7: Composition Layout
Unit 8: Review Art/Design Skills
Unit 9: Computer Illustration
Unit 10: Advanced Digital Imaging
Unit 11: Web Page Design
Unit 12: Review Introduction to Digital Art
Unit 13: Multi-Media Authoring

Semester 2

Unit 1: Review Orientation
Unit 2: Introduction to Computer Operating Software, Design Software and Peripherals
Unit 3: Review/Introduction to Digital Art
Unit 4: Review/Introduction Art/Design Skills
Unit 5: Review/Introduction Digital Imaging
Unit 6: Review/Introduction Page Composition Layout
Unit 7: Computer Illustration
Unit 8: Review/Introduction Multi-Media Authoring
Unit 9: Review Art/Design Skills
Unit 10: Typography (Computer Illustration)
Unit 11: Digital Art Career
Unit 12: Occupational & Workplace Skills

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Semester 1 - **Unit 1 – Orientation (3 hours)**				
Competencies	**Standards**	**Suggested Pacing**	**Essential Vocabulary**	**Resources/Materials**
1A - Understands course goals and objectives. **1B -** Demonstrates safe production practices. **1C -** Demonstrates careful equipment handling.	**Career Technical Education:** ***AME/HS/** **6.3** Know how to take responsibility for a safe and healthy work environment. ***AME/RF/** **7.5** Know the current issues and trends related to the field, distinguishing the different and convergent objectives that drive the industry. ***IT/TC/** **4.2** Understand the use of technological resources to gain access to, manipulate, and produce information, products, and services. **4.5** Know procedures for maintaining secure information, preventing loss, and reducing risk. **Core Academic:** ***MPD/C/2.3WO/ELC/G11-12/** **(1.2)** Produce legible work that shows accurate spelling and correct punctuation and capitalization.	**1A - 1C - 3 hours**	Ergonomics	**Teacher Resources:** Syllabus Safety Test **Student Resources:** **www.engrade.com**

Suggestions/Assessments:

Comments:

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Semester 1 - **Unit 2 – Introduction to Computer Operating Software, Design Software and Peripherals (2 hours)**				
Competencies	**Standards**	**Suggested Pacing**	**Essential Vocabulary**	**Resources/Materials**
3A - Demonstrates an understanding of computer operating software, file structures and formats, and peripheral devices. **3B -** Demonstrates an understanding of appropriate software for specific design production. **3C -** Demonstrates an understanding of workflow management. **3D -** Demonstrates an ability to integrate multiple graphic software applications to generate digital based media/artwork.	**Career Technical Education:** ***AME/T/** **4.4** Understand digital applications appropriate to specific media and projects. ***IT/TC/** **4.2** Understand the use of technological resources to gain access to, manipulate, and produce information, products, and services. **4.5** Know procedures for maintaining secure information, preventing loss, and reducing risk. ***MPD/GATP/** **A8.1** Understand current photographic technologies, processes, and materials used in the graphic arts. **Core Academic:** ***MPD/C/2.3WO/ELC/G11-12/** **(1.2)** Produce legible work that shows accurate spelling and correct punctuation and capitalization.	**3A – 3C – 1 hour** **3D – 1 hour**	Bitmap Images Raster Images Resolution Byte Binary Pre-production Production Post- production Adobe Photoshop Adobe Illustrator JPEG TIFF GIF PNG F. Stop Aperture CCD LENS Metering Cell RAM ROM Operating System Software Hardware Exposure	**Teacher Resources:** File Format Digital Camera Handouts **Student Resources:** See through digital camera

Suggestions/Assessments:
- File Format Exam
- Digital Camera Functions Exam

Comments:

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Semester 1 - **Unit 3 – Introduction to Digital Art (5 hours)**				
Competencies	**Standards**	**Suggested Pacing**	**Essential Vocabulary**	**Resources/Materials**
2B - Demonstrates language and math skills necessary to digital art design production. **2C -** Demonstrates understanding of art, design and digital art terminology. **2D -** Demonstrates an understanding of production process for marketing of a specific design. **2E -** Demonstrates art skills applied to digitally generated computer based media/artwork.	**Career Technical Education:** ***IT/MSSVP/** **B1.1** Know the basic functions of media design software, such as key frame animation, two-dimensional design, and three-dimensional design. **Core Academic:** ***MPD/A/1.1M/NS/G7/** **(1.2)** Add, subtract, multiply, and divide rational numbers (integers, fractions, and terminating decimals) and take positive rational numbers to whole-number powers.	**2B - 2E - 5 hours**	Pixel Color Channels RGB Additive Color CMYK-Subtractive Color Histogram Selection Tools Menu Bar Option Panel Palette Dock Panel Interface Enhancement Tools Vector Tools	**Teacher Resources:** Adobe Photoshop Handouts **Student Resources:** Adobe Photoshop

Suggestions/Assessments:
- Photoshop Interface & Tool Exam
- Selection Tool Composition

Comments:

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Semester 1 - **Unit 4 – Art/Design Skills (5 hours)**				
Competencies	**Standards**	**Suggested Pacing**	**Essential Vocabulary**	**Resources/Materials**
4A - Demonstrates and understands value, perspective, lighting, form and scale proportion. **4B -** Demonstrates an understanding of color theory and color psychology. **4C -** Demonstrates an understanding of the importance of good design in digital art production. **4D -** Demonstrates an understanding of composition and design. **4E -** Demonstrates an understanding of composition and design and use of space. **4F -** Demonstrates an understanding of fine art applications using Adobe Photoshop, Adobe Illustrator, etc.	**Career Technical Education:** ***AME/TKS/** **10.1** Know universal cultural concepts and identify cultural differences. **10.6** Know the appropriate skills and vocabulary of the art form. **10.7** Understand and analyze the elements of the art form. **10.10** Use technical applications in the creative process, where appropriate. ***AME/MDAP/A1.1/AP/VA/PR/G9-12/** **(1.1)** Identify and use the principles of design to discuss, analyze, and write about visual aspects in the environment and in works of art, including their own. **(1.4)** Analyze and describe how the composition of a work of art is affected by the use of a particular principle of design. ***AME/MDAP/A1.1/AP/VA/ADV/G9-12/** **(1.1)** Analyze and discuss complex ideas, such as distortion, color theory, arbitrary color, scale, expressive content, and real versus virtual in works of art. **(1.3)** Analyze their works of art as to personal direction and style. ***AME/MDAP/A1.2/CE/VA/PR/G9-12/** **(2.1)** Solve a visual arts problem that involves the effective use of the elements of art and the principles of design. **(2.2)** Prepare a portfolio of original two- and three-dimensional works of	**4A – 1 hour** **4B - 4E – 3 hours** **4F – 1 hour**	Elements & Principles of Design RGB CMYK Light Spectrum Colors Colors in Nature Fore Ground Middle Ground Back Ground Positive Space Negative Space Composition	**Teacher Resources:** Handout Presentations **Student Resources:** **www.animoto.com**

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	art that reflects refined craftsmanship and technical skills. **(2.4)** Review and refine observational drawing skills. ***AME/MDAP/A1.2/CE/VA/ADV/G9-12/** **(2.2)** Plan and create works of art that reflect complex ideas, such as distortion, color theory, arbitrary color, scale, expressive content, and real versus virtual. **(2.4)** Demonstrate in their own works of art a personal style and an advanced proficiency in communicating an idea, theme, or emotion. ***AME/MDAP/A1.7/WSA/G11-12/** **(1.5)** Use language in natural, fresh, and vivid ways to establish a specific tone. ***AME/PMAP/** **C2.3** Identify the activities and linkages from each stage associated with the preproduction, production, and postproduction of a creative project. ***MPD/GATP/** **A1.1** Produce sketches, rough layouts, and comprehensive layouts for a printed product by using design principles to guide the process. **A1.2** Evaluate graphic arts copies, designs, and layouts for proper grammar, punctuation, and adherence to specifications. <u>**Core Academic:**</u> ***MPD/C/2.3WO/ELC/G11-12/** **(1.2)** Produce legible work that shows accurate spelling and correct punctuation and capitalization.			

Suggestions/Assessments:
- Student Elements & Principles of Design
- Traditional (Poster)
- Modern (Electronics) Presentations
- Elements & Principles Exam

Comments:

Semester 1 - **Unit 5 – Digital Imaging (23 hours)**				
Competencies	**Standards**	**Suggested Pacing**	**Essential Vocabulary**	**Resources/Materials**
5A - Demonstrates a knowledge of Terminology, Techniques, Software and Hardware as related to Computer Graphics and Digital Imaging. **5B -** Demonstrates a knowledge of graphic design consideration. **5C -** Demonstrates a basic understanding of image manipulation software. **5D -** Demonstrates an ability to digitally manipulate images and make color corrections. **5F -** Demonstrates understanding of Ethics and Copyright Laws.	<u>**Career Technical Education:**</u> ***AME/PSCT/** **5.3** Use critical thinking skills to make informed decisions and solve problems. ***AME/RF/** **7.7** Develop a personal commitment to and apply high-quality craftsmanship to a product or presentation and continually refine and perfect it. ***AME/MDAP/A1.1/AP/VA/ADV/G9-12/** **(1.1)** Analyze and discuss complex ideas, such as distortion, color theory, arbitrary color, scale, expressive content, and real versus virtual in works of art. **(1.3)** Analyze their works of art as to personal direction and style. ***AME/MDAP/A1.2/CE/VA/PR/G9-12/** **(2.1)** Solve a visual arts problem that involves the effective use of the elements of art and the principles of design. **(2.2)** Prepare a portfolio of original two- and three-dimensional works of art that reflects refined craftsmanship and technical skills. **(2.3)** Develop and refine skill in the manipulation of digital imagery (either still or video). ***AME/PMAP/** **C2.3** Identify the activities and linkages from each stage associated with the preproduction, production, and postproduction of a creative	**5A – 10 hours** **5B - 1 hour** **5C - 7 hours** **5D – 4 hours** **5F – 1 hour**	Marquee Tool Lasso Tool Magic Wand Quick Select Keyboard Shortcut Move Tool Color Balance Levels Curves HUE Saturation Histogram Copyright	<u>**Teacher Resources:**</u> Handouts <u>**Student Resources:**</u> Adobe Photoshop

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	project. ***MPD/GATP/** **A3.2** Produce line, halftone, and special-effect images required for graphic art reproduction products. **A5.1** Know how various processes may be used to produce multiple-imaged copies. **Core Academic:** ***MPD/C/2.3WO/ELC/G11-12/** **(1.2)** Produce legible work that shows accurate spelling and correct punctuation and capitalization.			

Suggestions/Assessments:
- Avatar Inspired
- Video Game Background
- Composition Assignment

Comments:

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Semester 1 - **Unit 6 – Art/Design Skills (5 hours)**				
Competencies	**Standards**	**Suggested Pacing**	**Essential Vocabulary**	**Resources/Materials**
4D - Demonstrates an understanding of composition and design. **4E -** Demonstrates an understanding of composition and design and use of space. **4F -** Demonstrates an understanding of fine art applications using Adobe Photoshop, Adobe Illustrator, etc. **4G -** Demonstrates an understanding of historic and cultural content in art and design.	**Career Technical Education:** ***AME/ELR/** **8.4** Adhere to the copyright and intellectual property laws and regulations, and use and cite proprietary information appropriately. ***AME/MDAP/A1.1/AP/VA/ADV/G9-12/** **(1.1)** Analyze and discuss complex ideas, such as distortion, color theory, arbitrary color, scale, expressive content, and real versus virtual in works of art. **(1.3)** Analyze their works of art as to personal direction and style. ***AME/MDAP/A1.2/CE/VA/PR/G9-12/** **(2.1)** Solve a visual arts problem that involves the effective use of the elements of art and the principles of design. **(2.2)** Prepare a portfolio of original two- and three-dimensional works of art that reflects refined craftsmanship and technical skills. **(2.4)** Review and refine observational drawing skills. ***AME/MDAP/A1.2/CE/VA/ADV/G9-12/** **(2.2)** Plan and create works of art that reflect complex ideas, such as distortion, color theory, arbitrary color, scale, expressive content, and real versus virtual. **(2.4)**Demonstrate in their own works of art a personal style and an advanced proficiency in communicating an idea, theme, or	4D – 1 hour 4E - 4F – 2 hours 4G – 2 hours	Monochromatic Color Triadic Colors Complimentary Colors Analogous Colors Proportion Focal Point Unity Movement Positive Space Negative Space Line	**Teacher Resources:** Teacher Handout Teacher PowerPoint **Student Resources:** http://www.artlex.com/ www.**adobe**.com/Kuler http://colorschemedesigner.com/

	emotion. ***AME/MDAP/WO/G11-12/** **(1.1)** Demonstrate control of grammar, diction, and paragraph and sentence structure and an understanding of English usage. **(1.2)** Produce legible work that shows accurate spelling and correct punctuation and capitalization. ***AME/PMAP/** **C2.3** Identify the activities and linkages from each stage associated with the preproduction, production, and postproduction of a creative project. **Core Academic:** ***MPD/C/2.3WO/ELC/G11-12/** **(1.2)** Produce legible work that shows accurate spelling and correct punctuation and capitalization.			

Suggestions/Assessments:
- Color Theory Exam
- Industry Based Composition Project

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Semester 1- **Unit 7 – Composition Layout (5 hours)**				
Competencies	**Standards**	**Suggested Pacing**	**Essential Vocabulary**	**Resources/Materials**
7A - Demonstrates an understanding of the role of art director on a digital arts project. **7B -** Demonstrates appropriate human relations skills. **7C** - Demonstrates an understanding of Page Layout Software.	**Career Technical Education:** ***AME/PSCT/** **5.3** Use critical thinking skills to make informed decisions and solve problems. ***AME/RF/** **7.7** Develop a personal commitment to and apply high-quality craftsmanship to a product or presentation and continually refine and perfect it. ***AME/LT/** **9.3** Understand how to organize and structure work individually and in teams for effective performance and the attainment of goals. ***AME/MDAP/A1.1/AP/VA/PR/G9-12/** **(1.1)** Identify and use the principles of design to discuss, analyze, and write about visual aspects in the environment and in works of art, including their own. ***AME/MDAP/A1.1/AP/VA/ADV/G9-12/** **(1.1)** Analyze and discuss complex ideas, such as distortion, color theory, arbitrary color, scale, expressive content, and real versus virtual in works of art. **(1.3)** Analyze their works of art as to personal direction and style. ***AME/MDAP/A1.2/CE/VA/PR/G9-12/** **(2.1)** Solve a visual arts problem that involves the effective use of the elements of art and the principles of design. **(2.2)** Prepare a portfolio of original	**7A - 30 minutes** **7B – 30 minutes** **7C – 4 hours**	Photomontage Collage Symmetrical Balance Asymmetrical Balance Unity Movement Thumbnail sketches Pre-Production Peer Assessment Rough Draft Proposal Deadline Client Assessment Feedback Rule of Thirds	**Teacher Resources:** Previous Student Projects **Student Resources:** http://layersmagazine.com/ http://www.cgsociety.org/

	two- and three-dimensional works of art that reflects refined craftsmanship and technical skills. **(2.4)** Review and refine observational drawing skills. ***AME/MDAP/A1.2/CE/VA/ADV/G9-12/** **(2.2)** Plan and create works of art that reflect complex ideas, such as distortion, color theory, arbitrary color, scale, expressive content, and real versus virtual. **(2.4)**Demonstrate in their own works of art a personal style and an advanced proficiency in communicating an idea, theme, or emotion. ***AME/PMAP/** **C2.3** Identify the activities and linkages from each stage associated with the preproduction, production, and postproduction of a creative project. **<u>Core Academic:</u>** ***MPD/C/2.2W/WS/G8/** **(1.6)** Revise writing for word choice; appropriate organization; consistent point of view; and transitions between paragraphs, passages, and ideas**.**		

Suggestions/Assessments:
- Student Industry Based Project
- Class Critique

Comments:

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Semester 1 - **Unit 8 – Review Art/Design Skills (5 hours)**				
Competencies	**Standards**	**Suggested Pacing**	**Essential Vocabulary**	**Resources/Materials**
4D - Demonstrates an understanding of composition and design. **4E -** Demonstrates an understanding of composition and design and use of space. **4F -** Demonstrates an understanding of fine art applications using Adobe Photoshop, Adobe Illustrator, etc.	**Career Technical Education:** ***AME/ELR/** **8.4** Adhere to the copyright and intellectual property laws and regulations, and use and cite proprietary information appropriately. ***AME/TKS/** **10.1** Know universal cultural concepts and identify cultural differences. **10.6** Know the appropriate skills and vocabulary of the art form. **10.7** Understand and analyze the elements of the art form. **10.10** Use technical applications in the creative process, where appropriate. ***AME/MDAP/A1.1/AP/VA/PR/G9-12/** **(1.1)** Identify and use the principles of design to discuss, analyze, and write about visual aspects in the environment and in works of art, including their own. **(1.4)** Analyze and describe how the composition of a work of art is affected by the use of a particular principle of design. ***AME/MDAP/A1.1/AP/VA/ADV/G9-12/** **(1.1)** Analyze and discuss complex ideas, such as distortion, color theory, arbitrary color, scale, expressive content, and real versus virtual in works of art. **(1.3)** Analyze their works of art as to personal direction and style. ***AME/MDAP/A1.2/CE/VA/PR/G9-12/**	4D - 4F – 5 hours	Proportion Focal Point Unity Movement Positive Space Negative Space Line Typography Serif San-Serif Typeface Typeface Family Letterforms Post Script Bleeding Font Picas	**Teacher Resources:** Adobe Photoshop Drawing Skill Handout **Student Resources:** http://www.cgsociety.org/ http://www.rsub.com/typographic/ http://www.posterdistrict.com/

	(2.1) Solve a visual arts problem that involves the effective use of the elements of art and the principles of design. **(2.2)** Prepare a portfolio of original two- and three-dimensional works of art that reflects refined craftsmanship and technical skills. ***AME/MDAP/A1.2/CE/VA/ADV/G9-12/** **(2.2)** Plan and create works of art that reflect complex ideas, such as distortion, color theory, arbitrary color, scale, expressive content, and real versus virtual. **(2.4)**Demonstrate in their own works of art a personal style and an advanced proficiency in communicating an idea, theme, or emotion. ***AME/MDAP/A1.7/WSA/G11-12/** **(1.5)** Use language in natural, fresh, and vivid ways to establish a specific tone. ***AME/PMAP/** **C2.3** Identify the activities and linkages from each stage associated with the preproduction, production, and postproduction of a creative project. ***MPD/GATP/** **A1.1** Produce sketches, rough layouts, and comprehensive layouts for a printed product by using design principles to guide the process. **A1.2** Evaluate graphic arts copies, designs, and layouts for proper grammar, punctuation, and adherence to specifications. **A2.4** Produce a printed product with the use of desktop publishing and electronic imaging software.		

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	A3.1 Know the principles and processes used to prepare artwork for graphic art reproduction. **Core Academic:** ***MPD/C/2.3WO/ELC/G11-12/** **(1.2)** Produce legible work that shows accurate spelling and correct punctuation and capitalization.			

Suggestions/Assessments:
- Student Industry Based Movie Poster Design
- Basic Typography Exam

Comments:

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Semester 1- **Unit 9 – Computer Illustration (4 hours)**				
Competencies	**Standards**	**Suggested Pacing**	**Essential Vocabulary**	**Resources/Materials**
5B - Demonstrates an understanding of basic Typography. **5C** - Demonstrates an understanding of Typography, Color, Composition and Design as it relates to computer graphics and digital Illustrated Imaging.	**Career Technical Education:** ***AME/PSCT/** **5.3** Use critical thinking skills to make informed decisions and solve problems. ***AME/RF/** **7.7** Develop a personal commitment to and apply high-quality craftsmanship to a product or presentation and continually refine and perfect it. ***AME/ELR/** **8.4** Adhere to the copyright and intellectual property laws and regulations, and use and cite proprietary information appropriately. ***AME/MDAP/A1.1/AP/VA/ADV/G9-12/** **(1.1)** Analyze and discuss complex ideas, such as distortion, color theory, arbitrary color, scale, expressive content, and real versus virtual in works of art. **(1.3)** Analyze their works of art as to personal direction and style. ***AME/MDAP/A1.2/CE/VA/PR/G9-12/** **(2.1)** Solve a visual arts problem that involves the effective use of the elements of art and the principles of design. **(2.2)** Prepare a portfolio of original two- and three-dimensional works of art that reflects refined craftsmanship and technical skills. **(2.3)** Develop and refine skill in the manipulation of digital imagery (either still or video).	**5B – 1 hour** **5C – 3 hours**	Menu Option Panel Palettes Panels Dock RGB CMYK Vector File Format Pen Tool Anchor Points Bezier Handles Path Fill Stroke Gradient	**Teacher Resources:** Adobe Illustrator Teacher Demonstrated Tutorials **Student Resources:** http://www.posterdistrict.com/ http://www.cartage.org.lb/en/themes/arts/Graphicartists/generalities/Historyofprintmaking.htm http://www.smashingmagazine.com/2008/02/05/illustrator-tutorials-best-of/

	(2.4) Review and refine observational drawing skills. ***AME/MDAP/A1.2/CE/VA/ADV/G9-12/** **(2.2)** Plan and create works of art that reflect complex ideas, such as distortion, color theory, arbitrary color, scale, expressive content, and real versus virtual. **(2.4)** Demonstrate in their own works of art a personal style and an advanced proficiency in communicating an idea, theme, or emotion. ***AME/MDAP/A1.7/WSA/G11-12/** **(1.5)** Use language in natural, fresh, and vivid ways to establish a specific tone. ***AME/PMAP/** **C2.3** Identify the activities and linkages from each stage associated with the preproduction, production, and postproduction of a creative project. **Core Academic:** ***MPD/C/2.2W/WS/G8/** **(1.6)** Revise writing for word choice; appropriate organization; consistent point of view; and transitions between paragraphs, passages, and ideas**.**			

Suggestions/Assessments:
- Advanced Typography

Comments:

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Semester 1 - **Unit 10 – Advanced Digital Imaging (10 hours)**				
Competencies	**Standards**	**Suggested Pacing**	**Essential Vocabulary**	**Resources/Materials**
6B - Demonstrates knowledge of graphic design consideration. **6D -** Demonstrates an ability to digitally manipulate images and make color corrections. **6E -** Demonstrates an advanced ability to digitally manipulate images and make color corrections. **6F -** Demonstrates understanding of ethics and copyright laws.	**Career Technical Education:** ***AME/MDAP/A1.1/AP/VA/ADV/G9-12/** **(1.3)** Analyze their works of art as to personal direction and style. ***AME/MDAP/A1.2/CE/VA/PR/G9-12/** **(2.1)** Solve a visual arts problem that involves the effective use of the elements of art and the principles of design. **(2.2)** Prepare a portfolio of original two- and three-dimensional works of art that reflects refined craftsmanship and technical skills. **(2.3)** Develop and refine skill in the manipulation of digital imagery (either still or video). ***AME/MDAP/A1.2/CE/VA/ADV/G9-12/** **(2.2)** Plan and create works of art that reflect complex ideas, such as distortion, color theory, arbitrary color, scale, expressive content, and real versus virtual. **(2.4)** Demonstrate in their own works of art a personal style and an advanced proficiency in communicating an idea, theme, or emotion. ***AME/MDAP/A1.7/WSA/G11-12/** **(1.5)** Use language in natural, fresh, and vivid ways to establish a specific tone. ***AME/PMAP/** **C2.3** Identify the activities and linkages from each stage associated with the preproduction, production,	**6B – 2 hours** **6D – 6E – 7 hours** **6F – 1 hour**	Color Correction Color Balance Clone Stamp Enhancement Tools Patch Tool Restoration Vector Shapes Selection Tool Copyright Copyright Infringement	**Teacher Resources:** **Student Resources:** http://www.ted.com/ http://speckyboy.com/2009/03/26/25-photoshop-tutorials-for-creating-that-perfect-web-page-design/ http://www.w3schools.com/ http://www.neublack.com/category/art-design/

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	and postproduction of a creative project. **Core Academic:** ***MPD/C/2.3WO/ELC/G11-12/** **(1.2)** Produce legible work that shows accurate spelling and correct punctuation and capitalization.			

Suggestions/Assessments:
- Written Essay on copyright law and Art

Comments:

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Semester 1 - Unit 11 – Web Page Design (18 hours)				
Competencies	**Standards**	**Suggested Pacing**	**Essential Vocabulary**	**Resources/Materials**
10A - Demonstrates an understanding of how to combine content and graphics to create an effective web page. **10B -** Demonstrates an ability to produce artwork and graphics for use on web pages designed for business, advertisement, informational or personal use. **10C -** Demonstrates knowledge in differences of hardware and software displaying the web. **10D -** Demonstrate an understanding of web protocols, and web design terminology.	**Career Technical Education:** ***AME/PSCT/** **5.3** Use critical thinking skills to make informed decisions and solve problems. ***AME/ELR/** **8.4** Adhere to the copyright and intellectual property laws and regulations, and use and cite proprietary information appropriately. ***AME/LT/** **9.3** Understand how to organize and structure work individually and in teams for effective performance and the attainment of goals. ***AME/MDAP/A1.2/CE/VA/PR/G9-12/** **(2.1)** Solve a visual arts problem that involves the effective use of the elements of art and the principles of design. **(2.2)** Prepare a portfolio of original two- and three-dimensional works of art that reflects refined craftsmanship and technical skills. **(2.3)** Develop and refine skill in the manipulation of digital imagery (either still or video). **(2.4)** Review and refine observational drawing skills. ***AME/MDAP/A1.1/AP/VA/ADV/G9-12/** **(1.1)** Analyze and discuss complex ideas, such as distortion, color theory, arbitrary color, scale, expressive content, and real versus virtual in works of art. **(1.3)** Analyze their works of art as to	10A – 5 hours 10B – 5 hours 10C – 4 hours 10D – 4 hours	Web Design Pixel Server World Wide Web Consortium HTML HTTP IP Web Protocol	**Teacher Resources:** Web Function Power Point Presentation **Student Resources:** http://www.ted.com/ http://speckyboy.com/2009/03/26/25-photoshop-tutorials-for-creating-that-perfect-web-page-design/ http://www.w3schools.com/ http://www.mcli.dist.maricopa.edu/tut/lessons.html http://www.powerhomebiz.com/vol142/website.htm

	personal direction and style. ***AME/MDAP/A1.2/CE/VA/ADV/G9-12/** **(2.4)**Demonstrate in their own works of art a personal style and an advanced proficiency in communicating an idea, theme, or emotion. ***AME/MDAP/A1.7/WSA/G11-12/** **(1.5)** Use language in natural, fresh, and vivid ways to establish a specific tone. ***AME/MDAP/WO/G11-12/** **(1.1)** Demonstrate control of grammar, diction, and paragraph and sentence structure and an understanding of English usage. **(1.2)** Produce legible work that shows accurate spelling and correct punctuation and capitalization. ***AME/PMAP/** **C2.3** Identify the activities and linkages from each stage associated with the preproduction, production, and postproduction of a creative project. ***IT/MSSVP/** **B2.2** Understand the differences between various Internet protocols (e.g., http, ftp, mailto, telnet). **B5.1** Understand the purpose, scope, and development of a Web site. **B5.3** Use industry-standard programs to produce a Web-based business operation or simulation. **B5.8** Understand the hardware (server) and software required for Web hosting. **Core Academic:** ***IT/C/2.2W/WSA/G11-12/** **(1.1)** Demonstrate an understanding of the elements of discourse (e.g.,

	purpose, speaker, audience, form) when completing narrative, expository, persuasive, or descriptive writing assignments. ***IT/C/2.3WO/ELC/G9-10/** **(1.3)** Demonstrate an understanding of proper English usage and control of grammar, paragraph and sentence structure, diction, and syntax.			

Suggestions/Assessments:
- Industry Based Web Page Design Development Project
- Web Vocabulary/Terms Quiz

Comments:

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Semester 1 - **Unit 12 – Review Introduction to Digital Art (3 hours)**				
Competencies	**Standards**	**Suggested Pacing**	**Essential Vocabulary**	**Resources/Materials**
2B - Demonstrates language and math skills necessary to digital art design production. **2D -** Demonstrates an understanding of production process for marketing of a specific design. **2C -** Demonstrates understanding of art, design and digital art terminology. **2E -** Demonstrates art skills applied to digitally generated computer based media/artwork.	**Career Technical Education:** ***IT/MSSVP/** **B1.4** Analyze media and develop strategies that target the specific needs and desires of the audience. **Core Academic:** ***MPD/A/1.1M/NS/G7/** **(1.2)** Add, subtract, multiply, and divide rational numbers (integers, fractions, and terminating decimals) and take positive rational numbers to whole-number powers.	**2B and 2D – 1 hour** **2C and 2E – 2 hours**	HUE Saturation Copyright Proportion Focal Point Unity Movement Positive Space Negative Space Line Typography Symmetrical Balance Asymmetrical Balance Unity Movement Thumbnail sketches Pre-Production Peer Assessment Rough Draft Proposal Deadline Client Assessment Feedback	**Teacher Resources:** Adobe Photoshop Drawing Skill Handout **Student Resources:** http://www.cgsociety.org/ http://www.rsub.com/typographic/ http://www.posterdistrict.com/
Suggestions/Assessments: **Comments:**				

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CTE/ROP Digital Art 1/2

Semester 1 - **Unit 13 – Multi-Media Authoring (2 hours)**				
Competencies	**Standards**	**Suggested Pacing**	**Essential Vocabulary**	**Resources/Materials**
11A - Demonstrates an understanding of a variety of software utilized in the production of multimedia projects. **11B -** Demonstrates the ability to output various multimedia projects in the correct format or to the correct storage device for intended use.	**Career Technical Education:** ***IT/MSSVP/** **B1.4** Analyze media and develop strategies that target the specific needs and desires of the audience. **Core Academic:** ***MPD/C/2.3WO/ELC/G11-12/** **(1.2)** Produce legible work that shows accurate spelling and correct punctuation and capitalization.	**11A – 11B – 2 hours**	Marketing Target Audience Demographics Market Research Survey	**Teacher Resources:** **Student Resources:** http://www.ted.com/ http://www.frederiksamuel.com/blog/ http://learning.blogs.nytimes.com/2009/01/30/super-brand/

Suggestions/Assessments:
- Market Research Essay

Comments:

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CTE/ROP Digital Art 1/2

Semester 2 - Unit 1 – Review Orientation (3 hours)				
Competencies	**Standards**	**Suggested Pacing**	**Essential Vocabulary**	**Resources/Materials**
1A - Understands course goals and objectives. **1B** - Demonstrates safe production practices. **1C** - Demonstrates careful equipment handling.	**Career Technical Education:** ***AME/HS/** **6.3** Know how to take responsibility for a safe and healthy work environment. ***AME/RF/** **7.5** Know the current issues and trends related to the field, distinguishing the different and convergent objectives that drive the industry. ***IT/TC/** **4.2** Understand the use of technological resources to gain access to, manipulate, and produce information, products, and services. **4.5** Know procedures for maintaining secure information, preventing loss, and reducing risk. **Core Academic:** ***MPD/C/2.3WO/ELC/G11-12/** **(1.2)** Produce legible work that shows accurate spelling and correct punctuation and capitalization.	**1A - 1C - 3 hours**	Ergonomics	**Teacher Resources:** Dell computers **Student Resources:** Class Syllabus

Suggestions/Assessments:
- Digital Art Safety Test

Comments:

CTE/ROP Digital Art 1/2

Semester 2- **Unit 2 – Introduction to Computer Operating Software, Design Software and Peripherals (2 hours)**				
Competencies	**Standards**	**Suggested Pacing**	**Essential Vocabulary**	**Resources/Materials**
3A - Demonstrates an understanding of computer operating software, file structures and formats, and peripheral devices. **3B** - Demonstrates an understanding of appropriate software for specific design production. **3D** - Demonstrates an ability to integrate multiple graphic software applications to generate digital based media/artwork.	**Career Technical Education:** ***IT/TC/** **4.2** Understand the use of technological resources to gain access to, manipulate, and produce information, products, and services. **4.5** Know procedures for maintaining secure information, preventing loss, and reducing risk. ***MPD/GATP/** **A8.1** Understand current photographic technologies, processes, and materials used in the graphic arts. **Core Academic:** ***MPD/C/2.3WO/ELC/G11-12/** **(1.2)** Produce legible work that shows accurate spelling and correct punctuation and capitalization.	**3A – 3B – 1 hour** **3D – 1 hour**	Bitmap Images Raster Images Resolution Byte Binary Pre-production Production Post- production Vector Format	**Teacher Resources:** **Student Resources:**
Suggestions/Assessments:				
Comments:				

CTE/ROP Digital Art 1/2

Semester 2 - Unit 3 – Review/Introduction to Digital Art (3 hours)				
Competencies	**Standards**	**Suggested Pacing**	**Essential Vocabulary**	**Resources/Materials**
2B - Demonstrates language and math skills necessary to digital art design production. **2C** - Demonstrates understanding of art, design and digital art terminology. **2D** - Demonstrates an understanding of production process for marketing of a specific design.	**Career Technical Education:** ***IT/MSSVP/** **B1.1** Know the basic functions of media design software, such as key frame animation, two-dimensional design, and three-dimensional design. **B1.4** Analyze media and develop strategies that target the specific needs and desires of the audience. **Core Academic:** ***MPD/A/1.1M/NS/G7/** **(1.2)** Add, subtract, multiply, and divide rational numbers (integers, fractions, and terminating decimals) and take positive rational numbers to whole-number powers.	**6B – 6D – 2 hours**	Pixel Color Channels RGB Additive Color CMYK-Subtractive Color Vector File Format Histogram Selection Tools Menu Bar Option Panel Palette Dock Panel Interface Enhancement Tools Vector Tools	**Teacher Resources:** **Student Resources:** http://www.artlex.com/

Suggestions/Assessments:

Comments:

CTE/ROP Digital Art 1/2

Semester 2 - **Unit 4 – Review/Introduction Art/Design Skills (10 hours)**				
Competencies	**Standards**	**Suggested Pacing**	**Essential Vocabulary**	**Resources/Materials**
4A - Demonstrates and understands value, perspective, lighting, form and scale proportion. **4B -** Demonstrates an understanding of color theory and color psychology. **4C -** Demonstrates an understanding of the importance of good design in digital art production. **4D -** Demonstrates an understanding of composition and design. **4E -** Demonstrates an understanding of composition and design and use of space. **4F -** Demonstrates an understanding of fine art applications using Adobe Photoshop, Adobe Illustrator, etc. **4G -** Demonstrates an understanding of historic and cultural content in art and design.	**Career Technical Education:** ***AME/TKS/** **10.1** Know universal cultural concepts and identify cultural differences. **10.6** Know the appropriate skills and vocabulary of the art form. **10.7** Understand and analyze the elements of the art form. **10.10** Use technical applications in the creative process, where appropriate. ***AME/MDAP/A1.1/AP/VA/PR/G9-12/** **(1.1)** Identify and use the principles of design to discuss, analyze, and write about visual aspects in the environment and in works of art, including their own. **(1.4)** Analyze and describe how the composition of a work of art is affected by the use of a particular principle of design. ***AME/MDAP/A1.1/AP/VA/ADV/G9-12/** **(1.1)** Analyze and discuss complex ideas, such as distortion, color theory, arbitrary color, scale, expressive content, and real versus virtual in works of art. **(1.3)** Analyze their works of art as to personal direction and style. ***AME/MDAP/A1.2/CE/VA/PR/G9-12/** **(2.1)** Solve a visual arts problem that involves the effective use of the elements of art and the principles of design. **(2.2)** Prepare a portfolio of original two- and three-dimensional works of	4A – 2 hours 4B – 1 hour 4C – 4G – 7 hours	HUE Saturation Copyright Proportion Focal Point Unity Movement Positive Space Negative Space Line Typography Symmetrical Balance Asymmetrical Balance Unity Movement Thumbnail sketches Pre-Production Peer Assessment Rough Draft Proposal Deadline Client Assessment Feedback	**Teacher Resources:** Teacher Handout Teacher PowerPoint **Student Resources:** http://www.artlex.com/ www.**adobe**.com/Kuler http://colorschemedesigner.com/

	art that reflects refined craftsmanship and technical skills. ***AME/MDAP/A1.2/CE/VA/ADV/G9-12/** **(2.4)** Demonstrate in their own works of art a personal style and an advanced proficiency in communicating an idea, theme, or emotion. ***AME/MDAP/A1.7/WSA/G11-12/** **(1.5)** Use language in natural, fresh, and vivid ways to establish a specific tone. ***AME/PMAP/** **C2.3** Identify the activities and linkages from each stage associated with the preproduction, production, and postproduction of a creative project. ***MPD/GATP/** **A1.1** Produce sketches, rough layouts, and comprehensive layouts for a printed product by using design principles to guide the process. **A1.2** Evaluate graphic arts copies, designs, and layouts for proper grammar, punctuation, and adherence to specifications. **A2.4** Produce a printed product with the use of desktop publishing and electronic imaging software. **A3.1** Know the principles and processes used to prepare artwork for graphic art reproduction. **<u>Core Academic:</u>** ***MPD/C/2.3WO/ELC/G11-12/** **(1.2)** Produce legible work that shows accurate spelling and correct punctuation and capitalization.			

Suggestions/Assessments:
- Art Vocabulary Quiz

Comments:

Semester 2 - **Unit 5 – Review/Introduction Digital Imaging (20 hours)**				
Competencies	**Standards**	**Suggested Pacing**	**Essential Vocabulary**	**Resources/Materials**
6A - Demonstrates a knowledge of Terminology, Techniques, Software and Hardware as related to Computer Graphics and Digital Imaging. **6B** - Demonstrates a knowledge of graphic design consideration. **6F** Demonstrates understanding of ethics and copyright laws. **6C** - Demonstrates a basic understanding of image manipulation software. **6D** - Demonstrates an ability to digitally manipulate images and make color corrections. **6E** - Demonstrates an advanced ability to digitally manipulate images and make color corrections.	**Career Technical Education:** ***AME/PSCT/** **5.3** Use critical thinking skills to make informed decisions and solve problems. ***AME/MDAP/A1.1/AP/VA/ADV/G9-12/** **(1.1)** Analyze and discuss complex ideas, such as distortion, color theory, arbitrary color, scale, expressive content, and real versus virtual in works of art. **(1.3)** Analyze their works of art as to personal direction and style. ***AME/MDAP/A1.2/CE/VA/PR/G9-12/** **(2.1)** Solve a visual arts problem that involves the effective use of the elements of art and the principles of design. **(2.2)** Prepare a portfolio of original two- and three-dimensional works of art that reflects refined craftsmanship and technical skills. **(2.3)** Develop and refine skill in the manipulation of digital imagery (either still or video). ***AME/MDAP/A1.2/CE/VA/ADV/G9-12/** **(2.4)**Demonstrate in their own works of art a personal style and an advanced proficiency in communicating an idea, theme, or emotion. ***AME/MDAP/A1.7/WSA/G11-12/** **(1.5)** Use language in natural, fresh, and vivid ways to establish a specific tone.	**6A – 1 hour** **6B – 6F – 3 hours** **6C – 6D – 10 hours** **6E – 6 hours**	Marquee Tool Lasso Tool Magic Wand Quick Select Keyboard Shortcut Move Tool Color Balance Levels Curves HUE Saturation Histogram Copyright	**Teacher Resources:** Adobe Photoshop Handouts **Student Resources:** Adobe Photoshop

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	*AME/PMAP/ **C2.3** Identify the activities and linkages from each stage associated with the preproduction, production, and postproduction of a creative project. ***MPD/GATP/** **A3.2** Produce line, halftone, and special-effect images required for graphic art reproduction products. **A5.1** Know how various processes may be used to produce multiple-imaged copies. **Core Academic:** ***MPD/C/2.3WO/ELC/G11-12/** **(1.2)** Produce legible work that shows accurate spelling and correct punctuation and capitalization.		

Suggestions/Assessments:
- Digital File/Photoshop Basics Exam

Comments:

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Semester 2 - **Unit 6 – Review/Introduction Composition Layout (8 hours)**				
Competencies	**Standards**	**Suggested Pacing**	**Essential Vocabulary**	**Resources/Materials**
7A - Demonstrates an understanding of the role of art director on a digital arts project. **7B** - Demonstrates appropriate human relations skills. **7C** - Demonstrates an understanding of Page Layout Software.	**Career Technical Education:** ***AME/MDAP/A1.1/AP/VA/ADV/G9-12/** **(1.1)** Analyze and discuss complex ideas, such as distortion, color theory, arbitrary color, scale, expressive content, and real versus virtual in works of art. **(1.3)** Analyze their works of art as to personal direction and style. ***AME/MDAP/A1.2/CE/VA/PR/G9-12/** **(2.1)** Solve a visual arts problem that involves the effective use of the elements of art and the principles of design. **(2.2)** Prepare a portfolio of original two- and three-dimensional works of art that reflects refined craftsmanship and technical skills. ***AME/MDAP/A1.2/CE/VA/ADV/G9-12/** **(2.4)** Demonstrate in their own works of art a personal style and an advanced proficiency in communicating an idea, theme, or emotion. ***AME/MDAP/A1.7/WSA/G11-12/** **(1.5)** Use language in natural, fresh, and vivid ways to establish a specific tone. ***AME/PMAP/** **C2.3** Identify the activities and linkages from each stage associated with the preproduction, production, and postproduction of a creative project.	**7A** - 30 minutes **7B - 7C – 7.5 hour**	Photomontage Collage Symmetrical Balance Asymmetrical Balance Unity Movement Thumbnail sketches Pre-Production Peer Assessment Rough Draft Proposal Deadline Client Assessment Feedback Rule of Thirds	**Teacher Resources:** Previous Student Projects **Student Resources:** http://layersmagazine.com/ http://www.cgsociety.org/ www.crowdspring.com

	Core Academic: ***MPD/C/2.3WO/ELC/G11-12/** **(1.2)** Produce legible work that shows accurate spelling and correct punctuation and capitalization.			

Suggestions/Assessments:
- Industry Based Student Project Logo and Branding Design

Comments:

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<u>Semester 2</u> - **Unit 7 – Computer Illustration (25 hours)**				
Competencies	**Standards**	**Suggested Pacing**	**Essential Vocabulary**	**Resources/Materials**
5C - Demonstrates an understanding of Typography, Color, Composition and Design as it relates to computer graphics and digital Illustrated Imaging. **5D** - Demonstrates an understanding of a variety of Output Devices such as Computer Monitors, Printers, and CD/DVD authoring. **5E** - Demonstrates an understanding of Illustration software.	<u>**Career Technical Education:**</u> ***AME/PSCT/** **5.3** Use critical thinking skills to make informed decisions and solve problems. ***AME/MDAP/A1.1/AP/VA/ADV/G9-12/** **(1.1)** Analyze and discuss complex ideas, such as distortion, color theory, arbitrary color, scale, expressive content, and real versus virtual in works of art. **(1.3)** Analyze their works of art as to personal direction and style. ***AME/MDAP/A1.2/CE/VA/PR/G9-12/** **(2.1)** Solve a visual arts problem that involves the effective use of the elements of art and the principles of design. **(2.2)** Prepare a portfolio of original two- and three-dimensional works of art that reflects refined craftsmanship and technical skills. **(2.3)** Develop and refine skill in the manipulation of digital imagery (either still or video). ***AME/MDAP/A1.2/CE/VA/ADV/G9-12/** **(2.4)**Demonstrate in their own works of art a personal style and an advanced proficiency in communicating an idea, theme, or emotion. ***AME/MDAP/A1.7/WSA/G11-12/** **(1.5)** Use language in natural, fresh, and vivid ways to establish a specific tone.	**5C – 19 hours** **5E – 2 hours**	Menu Option Panel Palettes Panels Dock RGB CMYK Vector File Format Pen Tool Anchor Points Bezier Handles Path Fill Stroke Gradient	<u>**Teacher Resources:**</u> Adobe Illustrator Teacher Demonstrated Tutorials <u>**Student Resources:**</u> http://www.posterdistrict.com/ http://www.cartage.org.lb/en/themes/arts/Graphicartists/generalities/Historyofprintmaking.htm http://www.smashingmagazine.com/2008/02/05/illustrator-tutorials-best-of/

	*AME/PMAP/ **C2.3** Identify the activities and linkages from each stage associated with the preproduction, production, and postproduction of a creative project. **Core Academic:** ***MPD/C/2.2W/WS/G8/** **(1.6)** Revise writing for word choice; appropriate organization; consistent point of view; and transitions between paragraphs, passages, and ideas**.**			

Suggestions/Assessments:
- Illustrator Exam
- Industry Based Student Projects

Comments:

CTE/ROP Digital Art 1/2

Semester 2 - **Unit 8 – Review/Introduction Multi-Media Authoring (2 hours)**				
Competencies	**Standards**	**Suggested Pacing**	**Essential Vocabulary**	**Resources/Materials**
10A - Demonstrates an understanding of a variety of software utilized in the production of multimedia projects. **10B** - Demonstrates the ability to output various multimedia projects in the correct format or to the correct storage device for intended use.	**Career Technical Education:** ***AME/MDAP/A1.7/WSA/G11-12/** **(1.5)** Use language in natural, fresh, and vivid ways to establish a specific tone. **Core Academic:** ***MPD/C/2.3WO/ELC/G11-12/** **(1.2)** Produce legible work that shows accurate spelling and correct punctuation and capitalization.	**10A – 10B – 2 hours**	Marketing Target Audience Demographics Market Research Survey	**Teacher Resources:** Marketing and Research Vocabulary Handout **Student Resources:** http://www.ted.com/ http://www.frederiksamuel.com/blog/ http://learning.blogs.nytimes.com/2009/01/30/super-brand/

Suggestions/Assessments:
- Socio Economic Study
- Marketing and Branding Vocabulary Quiz

Comments:

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		Semester 2- **Unit 9 – Review Art/Design Skills (2 hours)**		
Competencies	**Standards**	**Suggested Pacing**	**Essential Vocabulary**	**Resources/Materials**
4A - Demonstrates and understands value, perspective, lighting, form and scale proportion. **4B -** Demonstrates an understanding of color theory and color psychology. **4C -** Demonstrates an understanding of the importance of good design in digital art production. **4D -** Demonstrates an understanding of composition and design. **4E -** Demonstrates an understanding of composition and design and use of space. **4F -** Demonstrates an understanding of fine art applications using Adobe Photoshop, Adobe Illustrator, etc. **4G -** Demonstrates an understanding of historic and cultural content in art and design. **4H -** Demonstrates an advanced understanding of historic and cultural content in art and design.	<u>**Career Technical Education:**</u> ***AME/PSCT/** **5.3** Use critical thinking skills to make informed decisions and solve problems. ***AME/TKS/** **10.1** Know universal cultural concepts and identify cultural differences. **10.6** Know the appropriate skills and vocabulary of the art form. **10.7** Understand and analyze the elements of the art form. **10.10** Use technical applications in the creative process, where appropriate. ***AME/MDAP/A1.1/AP/VA/PR/G9-12/** **(1.1)** Identify and use the principles of design to discuss, analyze, and write about visual aspects in the environment and in works of art, including their own. **(1.4)** Analyze and describe how the composition of a work of art is affected by the use of a particular principle of design. ***AME/MDAP/A1.1/AP/VA/ADV/G9-12/** **(1.1)** Analyze and discuss complex ideas, such as distortion, color theory, arbitrary color, scale, expressive content, and real versus virtual in works of art. **(1.3)** Analyze their works of art as to personal direction and style. ***AME/MDAP/A1.2/CE/VA/PR/G9-12/** **(2.1)** Solve a visual arts problem that involves the effective use of the	**4A – 4H – 2 hours**	Proportion Focal Point Unity Movement Positive Space Negative Space Line Typography Serif San-Serif Typeface Typeface Family Letterforms Post Script Bleeding Font Picas	**Teacher Resources:** Adobe Photoshop Drawing Skill Handout **Student Resources:** http://www.cgsociety.org/ http://www.rsub.com/typographic/ http://www.posterdistrict.com/

	elements of art and the principles of design. **(2.2)** Prepare a portfolio of original two- and three-dimensional works of art that reflects refined craftsmanship and technical skills. **(2.3)** Develop and refine skill in the manipulation of digital imagery (either still or video). ***AME/MDAP/A1.2/CE/VA/ADV/G9-12/** **(2.4)**Demonstrate in their own works of art a personal style and an advanced proficiency in communicating an idea, theme, or emotion. ***AME/MDAP/A1.7/WSA/G11-12/** **(1.5)** Use language in natural, fresh, and vivid ways to establish a specific tone. ***AME/MDAP/WO/G11-12/** **(1.1)** Demonstrate control of grammar, diction, and paragraph and sentence structure and an understanding of English usage. **(1.2)** Produce legible work that shows accurate spelling and correct punctuation and capitalization. ***MPD/GATP/** **A1.1** Produce sketches, rough layouts, and comprehensive layouts for a printed product by using design principles to guide the process. **A1.2** Evaluate graphic arts copies, designs, and layouts for proper grammar, punctuation, and adherence to specifications. **A2.4** Produce a printed product with the use of desktop publishing and electronic imaging software. **A3.1** Know the principles and processes used to prepare artwork for		

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	graphic art reproduction. **Core Academic:** ***MPD/C/2.3WO/ELC/G11-12/** **(1.2)** Produce legible work that shows accurate spelling and correct punctuation and capitalization.			

Suggestions/Assessments:
- Elements and Principles of Design review Quiz

Comments:

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Semester 2 - **Unit 10 – Typography (Computer Illustration) (5 hours)**				
Competencies	**Standards**	**Suggested Pacing**	**Essential Vocabulary**	**Resources/Materials**
5A - Demonstrates an understanding of advanced Typography.	**Career Technical Education:** ***AME/MDAP/A1.1/AP/VA/ADV/G9-12/** **(1.1)** Analyze and discuss complex ideas, such as distortion, color theory, arbitrary color, scale, expressive content, and real versus virtual in works of art. **(1.3)** Analyze their works of art as to personal direction and style. ***AME/MDAP/A1.2/CE/VA/PR/G9-12/** **(2.1)** Solve a visual arts problem that involves the effective use of the elements of art and the principles of design. **(2.2)** Prepare a portfolio of original two- and three-dimensional works of art that reflects refined craftsmanship and technical skills. ***AME/MDAP/A1.2/CE/VA/ADV/G9-12/** **(2.4)** Demonstrate in their own works of art a personal style and an advanced proficiency in communicating an idea, theme, or emotion. ***AME/MDAP/A1.7/WSA/G11-12/** **(1.5)** Use language in natural, fresh, and vivid ways to establish a specific tone. ***AME/MDAP/WO/G11-12/** **(1.1)** Demonstrate control of grammar, diction, and paragraph and sentence structure and an understanding of English usage.	**5A – 5 hours**	Serif San-Serif Letterform Letter Anatomy Picas Points Leading Kerning Tracking Hierarchy of Type	**Teacher Resources:** Adobe Photoshop and Illustrator Typography Sample Sheet **Student Resources:** http://www.cgsociety.org/ http://www.rsub.com/typographic/ http://www.posterdistrict.com/

	(1.2) Produce legible work that shows accurate spelling and correct punctuation and capitalization. **<u>Core Academic:</u>** ***MPD/C/2.3WO/ELC/G11-12/** **(1.2)** Produce legible work that shows accurate spelling and correct punctuation and capitalization.			

Suggestions/Assessments:
- Student Project Typography Sample Sheet
- Typography Exam

Comments:

Semester 2- **Unit 11 – Digital Art Career (5 hours)**				
Competencies	**Standards**	**Suggested Pacing**	**Essential Vocabulary**	**Resources/Materials**
3A - Demonstrates an understanding of computer operating software, file structures and formats, and peripheral devices. **3B** - Demonstrates an understanding of appropriate software for specific design production. **3C** - Demonstrates an understanding of workflow management.	**Career Technical Education:** ***AME/CPM/** **3.1** Know the personal qualifications, interests, aptitudes, knowledge, and skills necessary to succeed in careers. **3.2** Understand the scope of career opportunities and know the requirements for education, training, and licensure. **3.6** Know important strategies for self-promotion in the hiring process, such as job applications, résumé writing, interviewing skills, and preparation of a portfolio. ***AME/PSCT/** **5.3** Use critical thinking skills to make informed decisions and solve problems. ***AME/RF/** **7.6** Understand the value of flexibility in all aspects of the creative process (e.g., nonconforming ideas and concepts) and how flexibility influences business relationships (e.g., employer-client). **7.7** Develop a personal commitment to and apply high-quality craftsmanship to a product or presentation and continually refine and perfect it. ***AME/LT/** **9.5** Understand how to interact with others in ways that demonstrate respect for individual and cultural differences and for the attitudes and feelings of others.	**3A – 3C – 3 hours**	Graphic Designer Illustrator Art Director Printer Game Developer Photographer Commercial and Industrial Designer	Teacher Resources: Student Resources: http://www.cgsociety.org www.careeronestop.org/ www.careerpath.com/

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	*AME/TKS/ **10.6** Know the appropriate skills and vocabulary of the art form. **10.7** Understand and analyze the elements of the art form. **Core Academic:** ***MPD/C/2.3WO/ELC/G11-12/** **(1.2)** Produce legible work that shows accurate spelling and correct punctuation and capitalization.			

Suggestions/Assessments:
- Career Research Unit of Study-Quiz

Comments:

CTE/ROP Digital Art 1/2

Semester 2 - **Unit 12 – Occupational & Workplace Skills (5 hours - Ongoing)**				
Competencies	**Standards**	**Suggested Pacing**	**Essential Vocabulary**	**Resources/Materials**
2A - Demonstrates knowledge of art history by examining periods of modern art through research. **2B** - Demonstrates language and math skills necessary to digital art design production. **2C** - Demonstrates understanding of art, design and digital art terminology. **2D** - Demonstrates an understanding of production process for marketing of a specific design. **2E** - Demonstrates art skills applied to digitally generated computer based media/artwork. **2F** - Follows directions. **2G** - Works well with minimum supervision. **2H** - Is cooperative. **2I** -Takes initiative by working beyond minimum requirements. **2J** - Meets job standards of neatness and grooming. **2K** - Responds appropriately to constructive criticism. **3A** - Completes an appropriate resume and job application. **3B** - Acquires job interview techniques. **3C** - Attains awareness of advanced career and educational opportunities.	**Career Technical Education:** ***AME/CPM/** **3.6** Know important strategies for self-promotion in the hiring process, such as job applications, résumé writing, interviewing skills, and preparation of a portfolio. ***IT/TKS/** **10.1** Know how to use a variety of business- and industry-standard software and hardware, including major proprietary and open standards. **Core Academic:** ***MPD/C/2.3WO/ELC/G11-12/** **(1.2)** Produce legible work that shows accurate spelling and correct punctuation and capitalization.	**2A – 2B – 2C – 2D – 2E – 2F – 2G – 2H – 2I – 2J – 2K – Ongoing** **3A – 3B - 3C – 5 hours**	Human Resources Human Relation Cooperation Team Work Professional Qualifications Reference Job Networking Attitude	**Teacher Resources:** Teacher Handout **Student Resources:** http://www.mtstcil.org/skills/job-6.html

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Suggestions/Assessments:
- Employability Skills Exam

Comments:

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