

Course Overview

Digital Art is intended to bridge the gap between traditional studio arts and graphic/media arts and design. Students will use computers, hardware, software, internet, and other resources to create original and unique artworks. They will review and reinforce their knowledge of the elements and principles of art and apply them to digital design. Students will have the opportunity to experiment composition, layout, typography, design, graphics and photo manipulation, augmented reality, and incorporating studio arts into the digital realm.

Scope and Sequence

Timeframe	Unit	Instructional Topics
2 Days	Unit 1- Elements & Principles of Art	1.1: Review of elements & principles of art 1.2: Applying the elements & principles to digital art
8 Days	Unit 2- Rethinking Art	2.1: What is art? Digital art? 2.2: A brief history of digital art 2.3: Using digital art to communicate
10 Days	Unit 3- Text as Art	3.1: Exploring the principles of art through text-balance 3.2: Exploring the principles of art through text-emphasis 3.3: Exploring the principles of art through text-rhythm/movement 3.4: Exploring the principles of art through text-gradation
10 Days	Unit 4 - Digital Mixed Media	4.1: Digital mixed media 4.2: Exploring personal style
10 Days	Unit 5 - Conceptual Art	5.1: Drawing and painting on the computer 5.2: Traditional art with a non-traditional twist
10 Days	Unit 6 - The Computer- Your Canvas	6.1: Drawing and painting on the computer 6.2: Traditional art with a non-traditional twist 6.3: Exploring work flow 6.4: Improving skills
10 Days	Unit 7 - Digital 3D Art	7.1: What is 3D printing? 7.2: A brief history of 3D printing

		7.3: 3D modeling and print design 7.4: How to 3D print 7.5: Poster/ad design and layout
10 Days	Unit 8 - Movement in 2D Art- Augmented Reality	8.1: What is augmented reality? 8.2: EyeJack- creating your own aura based on an original studio artwork 8.3: Using EyeJack
10 Days	Unit 9 - Portfolio and Presentation	9.1: Portfolio and presentation requirements 9.2: Work time 9.3 Presentations
Continual	Unit 10 - Exploring virtual reality	10.1: What is virtual reality? What makes it different from augmented reality? 10.2: How to use the virtual reality equipment 10.3: Independent exploration

Essential Understandings

Students will know and understand the elements and principles of art and design and how they relate and can be applied to digital design and art making.

Students will understand and be able to use Photoshop (and/or other software applications) to create original and unique artworks.

Students will understand how digital media and art impacts society.

Students will critique and interpret the meaning and message of digital artworks.

Academic Vocabulary

digital art
media
Photoshop (and all key terms from this software)
EyeJack
line
color
shape
space
texture
form
value
emphasis
gradation
proportion
variety

harmony
movement
Rhythm
Balance

Prerequisites

Art 1

Materials and Resources

computer
camera
Photoshop (or other comparable software application)
internet
Wacom (or other tablet and stylus)
Digital Art Revolution by Scott Ligon
readings from the internet and other resources, studio art materials

UNIT 1: Elements and Principles of Art

Duration of Unit: 2 Day(s)

Description of Unit: Students will review the elements and principles of art and be able to identify and define all of them. They will spend time critiquing and discussing digital artworks and how we apply the elements and principles as we are creating.

Academic Vocabulary: line, color, form, shape, space, value, texture, rhythm, movement, balance, proportion, variety, emphasis, gradation, harmony

Essential Questions and/or Enduring Understandings:

- 1.1: Review of elements & principles of art
- 1.2: Applying the elements & principles to digital art

ESSENTIAL Standards	Learning Targets
1.1	Students will review elements and principles of art.
1.2	Students will identify elements and principles of art in digital artworks.
1.3	Students will apply elements and principles of art to digital art making.

NICE TO KNOW Standards	Learning Targets

Course Details

UNIT: Elements and Principles of Art -- 2 Day(s)

Description

Students will review the elements and principles of art and be able to identify and define all of them. They will spend time critiquing and discussing digital artworks and how we apply the elements and principles as we are creating.

Academic Vocabulary

line
color
space
shape
texture
value
form
balance
emphasis
harmony
gradation
proportion
variety
movement
rhythm

Unit Level Key Questions

What are the elements of art and design?
What are the principles of art and design?
How do we critique art? Analyze? Interpret? Judge?

Materials and Resources

Art in Focus
Internet

TOPIC: Review of elements and principles of art -- 1 Day(s)

Description

Review and discussion of elements and principles of art.

Learning Targets

TOPIC: Using digital art to communicate -- 1 Day(s)

Description

Reading and discussion on how we use digital art to communicate. Further discussion on how digital media has changed the

Learning Targets

UNIT: Rethinking Art -- 8 Day(s)

Description

Students will discuss and debate the definition of art. They will be introduced to a brief history of digital media. They will discuss the implications of the technology revolution and how we use digital media to create art and communicate ideas today.

Unit Level Key Questions

What is art?

How has technology changed over the past several decades?

How has digital media changed the way we produce and view art today?

TOPIC: What is art? Digital art? -- 1 Day(s)

Description

Reading and discussion on art. What is art? What is digital art? What do we create art?

Learning Targets

TOPIC: A brief history of digital art -- 1 Day(s)

Description

Reading and discussion on the history of digital art.

Learning Targets

TOPIC: Using digital art to communicate -- 1 Day(s)

Description

Reading and discussion on how we use digital art to communicate. Further discussion on how digital media has changed the way we communicate and our effectiveness.

Learning Targets

UNIT: Text as Art -- 5 Day(s)

Description

Students will learn about typography. They will learn how to apply the elements and principles of art to their use and manipulation of text. They will learn how to create art with typography.

Academic Vocabulary

Typography

Font

Serif

style

kerning

leading

horizontal and vertical scale

weight

Value

Gradation

Balance

rhythm

movement

Unit Level Key Questions

How can we apply the elements and principles to type?

How can we use type to create art?

What tools and techniques can you use to manipulate text or type?

How can Photoshop (or a similar program) help you do this?

Materials and Resources

computer

internet

Photoshop (or similar program)

TOPIC: Exploring the principles of art through type - balance (symmetry/asymmetry) -- 1 Day(s)**Description**

How to incorporate balance when using type as art.

Learning Targets**TOPIC: Exploring the principles of art through type - emphasis** -- 1 Day(s)**Description**

How to incorporate emphasis when using type as art.

Learning Targets**TOPIC: Exploring the principles of art through type - rhythm/movement** -- 1 Day(s)**Description**

How to incorporate rhythm/movement when using type as art.

Learning Targets

TOPIC: Exploring the principles of art through type - gradation -- 2 Day(s)

Description

How to incorporate gradation when using type as art.

Learning Targets

UNIT: The Computer - Your Canvas -- 5 Day(s)

Description

Students will learn how to use the computer as a canvas. They will learn how to draw and paint using the computer and various other tools and software. They will discuss similarities and differences between traditional studio arts and digital art. They will be completing various projects including but not limited to portraits, still lifes, and collage/assemblage.

Academic Vocabulary

Photoshop (and terminology associated with the tools and processes in Photoshop)

collage

assemblage

portraiture

proportion

elements and principles of art

Unit Level Key Questions

What are some differences in the traditional art process and the digital art process? What are the similarities?

How can Photoshop (or a similar tool) help you?

What is a stylus? How do you use it?

What guidelines can help us when creating a portrait?

Why is proportion and space important in a still life?

What is assemblage or collage art?

Materials and Resources

computer

Wacom or other tablet and stylus

Photoshop or similar program

internet

TOPIC: Drawing and painting on the computer -- 1 Day(s)

Description

What types of resources, applications, and hardware can I use? Discussion and exploration.

Learning Targets

TOPIC: Traditional art with a non-traditional twist -- 4 Day(s)

Description

Students will read about and discuss portraiture, still life, and collage in respect to digital art. They will explore these three genres and produce original pieces.

Learning Targets

UNIT: Photos in Digital Art -- 10 Day(s)

Description

Students will explore photographic manipulation and utilizing this to alter our perception of reality. They will explore composite photography (which we barely touch on in Photography) and poster design. They will learn about layout and good composition. They will also explore using photographs as underpaintings.

Academic Vocabulary

composite
Photoshop (and terminology associate with the tools and processes of)

Unit Level Key Questions

What is layout?
What makes for good composition?
What is the rule of thirds?
What is a composite photo?
Is a composite photo a photo? Why or why not?

Materials and Resources

computer
Photoshop or similar program
camera
Wacom or similar tablet and stylus
internet

TOPIC: Manipulating reality -- 2 Day(s)

Description

Reading and discussion on composite photos. What are they? What are tools, apps, software, hardware I can use to manipulate photos?

Learning Targets

TOPIC: Incorporating composite photography and poster design -- 3 Day(s)

Description

Students will view samples and explore poster design independently. They will design and create their own posters.

Learning Targets

TOPIC: Exploring personal style -- 7 Day(s)

Description

Students will create original digital artwork incorporating their own original studio artwork.

Learning Targets

UNIT: Bridging the Gap - bringing traditional studio art and digital art together -- 10 Day(s)

Description

Students will incorporate both traditional art and digital art into original and unique artworks. They will create studio pieces that will be photographed and uploaded to manipulate in Photoshop. They will also spend some time exploring their personal style.

Academic Vocabulary

elements and principles of art
Photoshop and all terminology associated with its tools and processes
file
jpg
compression
resolution

Unit Level Key Questions

What kind of image file do we use in class and why?
What is resolution? Can we change image resolution? How?
What are some things we can do to our artworks in Photoshop?
What message are you trying to share?
How would you describe your personal style?

TOPIC: Digital mixed media -- 3 Day(s)

Description

Students will read about and discuss how we can bring traditional art into the digital studio. They will explore incorporating studio art into their digital art.

Learning Targets

TOPIC: Exploring personal style -- 7 Day(s)

Description

Students will create original digital artwork incorporating their own original studio artwork.

Learning Targets

UNIT: Movement in 2D Art - Augmented Reality -- 10 Day(s)

Description

Students will explore augmented reality. They will learn what it is and how to use Aurasma (a specific application) to create their own auras for their original artworks. They will use Photoshop to create their auras. These final artworks will be displayed and critiqued and evaluated as the majority of their final.

Academic Vocabulary

augmented reality
Aurasma
aura
computer animation
tweening

Unit Level Key Questions

What is augmented reality?

How can we incorporate augmented reality into our artwork?

Materials and Resources

Computer, Camera, Photoshop, Internet, Device with the app Aurasma installed, Wacom or similar tablet and stylus

TOPIC: What is augmented reality -- 1 Day(s)**Description**

Students will read and discuss augmented reality. They will view several examples.

Learning Targets**TOPIC: Aurasma - creating your own aura based on an original studio artwork** -- 5 Day(s)**Description**

Students will learn about aurasma. We will discuss possible ways to create auras.

Learning Targets**TOPIC: Using Aurasma** -- 4 Day(s)**Description**

Students will use original traditional studio art pieces to create an aura. They will explore different ways they can make their artwork move when hanging on a gallery wall.

Learning Targets

