Computer Graphics

2019-2020

1st Semester

1st Hour [Monday, Wednesday, and Thursday]

Room B122

Mrs. Courtney

amy.courtney@decorah.k12.ia.us

Phone:

Decorah High School (563) 382-3643

Decorah Middle School (563) 382-8427 EXT 1106

decorahart@weebly.com

Peer Shares - Students will create a reflection of their work that demonstrates complexity. They will describe, analyze, and evaluate their own artistic process.

Sketchbook Challenges – Students will plan multiple designs based on unique themes, ideas, or concepts.

Unit 1: Impressionist Painting

Students will recreate characteristics similar to artist Claude Monet. They will use Adjustments, Layer Blending Mode, Filters, and Foreground Color.

Unit 2: Set Up Your Graphic Design Projects

Students will compare and read about multiple design programs, the bleed, color systems, and exporting for print.

Unit 3: Color Wheel

Students will apply their own unique representation of color theory. They will demonstrate knowledge of New Files, Tools Panel, Workspace, Arranging Documents, Zoom, Selection Tools, and Color Replacement.

Unit 4: Resolution

Students will read about resolution, DPI, resampling, resizing, and image size.

Unit 5: M&M Paris

Students will recreate the work of designers M&M Paris and create their own unique message with black and white photos. They will demonstrate knowledge of Brightness/Contrast, Threshold, Clipping Masks, and Brush.

Unit 6: Man Ray

Students will recreate the photography of Man Ray and Solarization. They will use Adjustments, Crop, Selection Tools, Curves, Burn, and Dodge.

Unit 7: Copyright and Fair Use

Students will read about copyright laws and fair use images.

Unit 8: Cite an Image

Students will demonstrate citing an image and providing design reference information.

Unit 9: Magazine Design

Magazine Rough Draft -

Students will use gradients and shapes to enhance the focal point of their design. They will demonstrate knowledge of Shapes, Type, and Selection Tools.

Final Magazine Design -

Students will review criteria for a successful composition. They will create their own unique magazine design and include a masthead, main title, secondary title, and border.

Unit 10: Surrealism

Students will recreate the surreal characteristics of Erik Johansson and Salvador Dali. They will use Refine Edge, Selection Tools, Layers Opacity, and Layer Blending Modes.

Unit 11: Cubism

Cubism Rough Draft -

Students will develop a design based on the characteristics of Cubism. They will use Patch, Clone, Rulers, Grids, Preferences, Layer via Copy, Layer via Cut and Stroke.

Cubism Final –

Students will enhance their designs with Fracturing, Changing Color, Filters, Stroke, Blur, Smudge, Dodge, Burn, and Patching.

Unit 12: Pop Art

Students will apply characteristics of Pop Art and the work of Roy Lichtenstein to their design. They will combine features from two of their heroes and change the image to represent a comic strip. They will demonstrate knowledge of Pen, Work Path, Inverting Selections, Image Mode, Halftone Screen, Destination Document, Paint with Clipping Mask, and Clipping Paths.

Unit 13: Photo Restoration

Students will reinvent black and white photographs to demonstrate knowledge of Adjustments, Lighting, Clone Stamp, Color, and Blending Modes. They will include modifications from the original photo.

Unit 14: Horror Poster

Students will create a horror poster and demonstrate knowledge of Fill, Inverting Selections, Selecting Color Range, Layer Style, Brush Presets, and Layer Blending Modes.

Unit 15: Planner Design

Students will create a design for the DHS planner cover. They will demonstrate knowledge of Gradients, Filters, Type, Transform, Refining Images, Reverse Saturation, and HDR Images.

Unit 16: Graphic Doodling

Students will brainstorm and sketch eighteen geometric designs based on one shape to engage authentic creative thinking skills. They will sketch one logo based on an existing company and one logo for a fictional company.

Unit 17: Logo Design

Students will draw two logos, with pencil and paper, and recreate their brand using Pen and Live Trace.

Unit 18: 3 Images for Art

Students will develop three original designs to define specific art movements. They will use Live Trace techniques or the Pen Tool to recreate their designs.

Unit 19: Fonts & Typography

Students will create a design that is developed from text and various fonts. They will utilize fonts that reflect their theme and demonstrate knowledge of Warp, Transform, Type, and Pen techniques.

Unit 20: Watermark Pattern & Pen Tool

Students will demonstrate ability to define patterns based on illustrations created with the Pen Tool.

Unit 21: Photo Strip

Students will demonstrate knowledge of the tools, adjustments, and techniques they've acquired through the semester. They will create a Design Portfolio of their work in Computer Graphics. Students will demonstrate the ability to create a vector shape and incorporate their designs into their final piece.

Unit 22: Appearance Panel in AI

Students will transform shapes and rotate repeated patterns with the Appearance Panel.

Unit 23: Symbol Sprayer

Students will multiply symbols in Illustrator using the Symbol Sprayer.

Unit 24: Perspective

Students will create perspective angles, vanishing points, and depth using the Perspective Tool.

Unit 25: Holiday Sweater Pattern Tutorial

Students will use Illustrator to copy, grid, and design threadwork.

Final Semester Project

Students will create, respond, reflect, and present a cumulative assignment.

 Brainstorming Sketches

Students will visualize and generate plans for ideas and directions for creating art and designs.

 Tutorial

Students will experiment, plan, and make designs that outline and explore a personally meaningful theme, idea, or concept. Minimum requirement is ten steps outlining techniques, tools, and methods for their individual process.

 Revisions

Students will reflect on, re-engage, revise, and refine works of art or design considering relevant, traditional, and contemporary criteria as well as personal artistic vision.

 References

Demonstrate understanding of the importance of responsibility in the use of images, materials, tools, and equipment in the creation and circulation of creative work. References will follow the APA format for citing works of art.

 Final Design

Demonstrate craftsmanship, creativity, technical skill, and artistic strategies for communicating a new idea.

Student Expectations

* Students that are **absent** should complete assignments outside of class. Student are required to submit assignments on the appointed due date. Additional time should be discussed with Mrs. Courtney upon returning to school.
* Students are eligible to resubmit any assignments through the semester, with the exception of the Peer Share reviews. Any assignments should be discussed with Mrs. Courtney before resubmitting.
* Please contact me if you have any questions or concerns. Also, if your student is planning to be absent for a significant amount of time we can make accommodations.

Thank you,

Amy Courtney

amy.courtney@decorah.k12.ia.us