Digital Painting

2016-2017

2nd Semester

7th Hour

Room B122

Mrs. Courtney

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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: Woodcut

Students will recreate characteristics similar to artist Katsushika Hokusai. They will use Filters, Adjustments, and Blending Modes.

Unit 2: Tigran Tsitoghdzyan

Students will recreate characteristics similar to artist Tigran Tsitoghdzyan. They will use Opacity, Marquee, Quick Select, and Color Replacement.

Unit 3: Pushing Color

Students will use Liquify to warp, twirl, pucker, bloat, push, mirror, and create turbulence. They will use Liquify, Brush, Adjustments, and Layer Modes.

Unit 4: Album Cover

Students will use Photoshop and Illustrator to recreate their own album designs and compare vector versus raster images. They will use Adjustments, Filters, Blending Modes, and Shape Tools.

Unit 5: Mixer Brush

Students will sample color layers from the foreground, mid-ground, and background to create their own paintings. They will use Mixer Brush, Brush Presets, and Emboss.

Unit 6: Chuck Close

Students will recreate characteristics similar to artist Chuck Close. They will use Square Brush, Guides/Grids/Slices, Fill, Blur, and Duplicate.

Unit 7: Denis Gonchar

Students will recreate vector work similar to artist Denis Gonchar. They will use Pen Tool, Paths, Layer Styles, and Gradient.

Unit 8: Color to Hand Drawn Sketch

Students will digitally enhance their drawing using Photoshop. They will use Channels, Selections, Blending Modes, and Adjustments.

Unit 9: M.C. Escher

Students will enhance vector techniques for illusion portraits. They will use Pen, Direct Selection, Paths, Invert, and Blending Modes.

Unit 10: Double Exposure

Students will apply the double exposure technique to a series of photographs. They will use Blending Modes, Dodge Tool, and Burn Tool.

Unit 11: Illustration

Students will experiment with various techniques to create three-dimensional characters. They will use Define Brush, Layer Mask, Texture, Brush Presets, Smudge Tool, Blending Modes, and expand on digital painting techniques.

Unit 12: Low Poly Images

Students will recreate images using polygons and grids. They will use Polygon Lasso, Grids, Blur, and Transform.

Unit 13: Realistic Painting

Students will use a combination of various techniques acquired through the semester. They will demonstrate knowledge of Brush, Presets, Define Brush, Layer Styles, and expand on digital painting techniques.

Unit 14: Movie Poster & Screen Recording

Students will use vector shapes to create their own unique movie poster. Using Illustrator, they will create Shapes, Gradients, Text, and Texture Overlay. Students will also construct a screen recording to review technique and mastery.

Unit 15: Design Challenge

Students will use a combination of various techniques acquired through the semester. They will create a design of their choice from a real-world prompt.

Unit 16: Oil Painting

Students will use a combination of various techniques to demonstrate an impasto effect. They will demonstrate knowledge of Brush, Presets, Define Brush, Layer Styles, and expand on digital painting techniques.