PETERS TOWNSHIP SCHOOL DISTRICT

CORE BODY OF KNOWLEDGE

ELECTRONIC IMAGERY

GRADES 10-11

For each of the sections that follow, students may be required to analyze, recall, explain, interpret, apply, or evaluate the particular concepts being taught.

COURSE DESCRIPTION:

Electronic Imagery is a visual art course designed to offer an in depth investigation of a variety "Paint" software applications. Students will learn how to use the computer as an art tool in the creation of original works of art and graphic designs. Students will learn to use a variety of tools to manipulate, edit and reproduce their own computer-generated images. The elements of art and principles of designs will be studied during the creation of art projects and graphic design projects such as posters, original clip art, CD covers, etc.

STUDY SKILLS:

- The students will keep a folder to house handouts, notes from demonstrations and projects.

1. USING THE SOFTWARE

- Recognizing the importance of using the software to create works of art and graphic design as a 21st century skill.
- Express themselves through the creation of original digital images that are based on the elements of art and principles of design.
- Review and practice key concepts of the technical criteria of the lesson gaining success and mastery of the software in a hands on way building on their acquired skills through the progression of the course.
- Use art software tools to create original images that incorporate the elements and principles of art.
- Be familiar with appropriate procedures and with the rules pertaining to electronic and internet usage according to the law and school board policy.

2. GRAPHIC DESIGN

- Create original digital graphic designs that incorporate the elements of art and principles of design.
- Synergize and brainstorm creative and persuasive ideas as they work with real world graphic design concepts including logo and poster design, and advertising.

- Review and implement necessary technical methods and successfully use a variety of art software techniques and tools to create persuasive, engaging and original designs that incorporate the elements and principles with a professional appearance.
- Understand and use appropriate procedures and abide by the rules and laws pertaining to electronic/internet usage.
- Understand the importance of using the computer to create works of art and graphic design in the 21st century.
- Combine original photography and legitimate photo sources from the internet to create original composited works of art.

3. ART PROJECTS AND THE ELEMENTS

- Identify, describe, and incorporate the elements of art and principles of design as they create original digital images based on themes of traditional art forms.
- The students will work with subjects that one would normally create using traditional media.
- Review key concepts and successfully use a variety of art software tools and techniques that mimic traditional media to create original works of art.
- Use a combination of original photography and legitimate internet sources to create original, traditionally themed works of art.

4. ART HISTORY AND CRITICISM

- Research and examine various artists or art movements in a hands on way as it relates to their units of study using the computer and other electronic devices as a research tool.
- Describe and analyze, compare and contrast important features of their art work and the work of others and relate its historical and cultural significance as they discuss and write about these works of art.
- Interpret and judge their work and the art work of others and give reasons to support their ideas.

5. ORIENTATION TO THE COMPUTER

- Introduction to the computer as they examine and identify the hardware, software, and peripheral devices that will be used in the production of computer generated art.
- Learn how to log in, use the Mac desk top format, access the internet, save to their home directories on a Mac, draw with a mouse and a tablet, and print.
- Learn and practice appropriate procedures for handling all devices within the lab environment.