MASCONOMET REGIONAL SCHOOL DISTRICT COURSE SYLLABUS

Course Name: Electronic Imaging

Course Number: 7960

Length of Course: 6PPC for One Semester

<u>Department:</u> Art Grade Level(s): 10-12

Credits: 2.5

Course Description:

The Electronic Imaging course blends art with technology. It is designed to teach students how to make artwork by creating and manipulating images using the Adobe Photoshop and Illustrator software programs. Additionally the students will develop an understanding and an ability to utilize the Elements of Art and the Principles of Design and demonstrate this both visually as well as verbally. The students will learn some of the differences between the programs along with some fundamental operations of both. The artwork for this course is derived by from scanned, internet captured, and digitally drawn or photographed images that the students will combine, layer, filter and otherwise manipulate in the computer to form unique electronic images. Students will be asked to observe carefully; think creatively and technically; and make decisions thoughtfully and reflectively.

Central Objectives:

The students will:

- develop an understanding of the Masconomet Art Department's "Elements of Art and Principles of Design" (see Attachment 1). The students will demonstrate this understanding visually with their project solutions as well as verbally with their participation in critiques.
- develop strong concepts for project solutions by planning, sketching and experimenting.
- become familiar with the Apple operating system.
- learn some fundamental skills of Adobe Illustrator and Photoshop.
- learn how to properly format, save and print documents to both the laser and inkjet printers.
- maximize the effectiveness of the selected medium or technique through their level of technical ability and creative input into all assignments.
- be able to provide constructive criticism to their peers during critique sessions.
- continually reflect to effectively solve visual problems.
- develop the ability to become more informed about how electronic images have been, and are created and their place in history and culture.

Major Activities:

Each student will create and print a series of resolved works achieved within the parameters of each assignment and which address the specific guidelines within the Massachusetts Visual Art Curriculum Frameworks and the Masconomet Art Department's "Elements of Art and Principles of Design". Some projects will address singular objectives, while most others will tackle combinations of objectives. Major units in the following areas will be explored:

Color:

The students will:

- understand and utilize color theory, the color wheel and color terminology.
- investigate color psychology and symbolism as they affect our understanding and use of color in art.
- become familiar with and learn to use computer color systems.
- create color schemes that enhance the project concept.

Vocabulary: primary colors, warm colors, cool colors, secondary colors, tertiary colors, monochromatic, complementary, analogous, contrasting colors, hue, value, tint, shade, opaque, transparent, saturation, contrast, additive system, subtractive system, Pantone Matching System, coated and uncoated colors, 4C process, CMYK, RGB

Design/Composition:

The students will:

- experiment with ways to organize information such as lines, shapes, photographs and color within a picture plane.
- explore the overall visual presentation of an image, including its composition, style and the priority of its visual elements.

Vocabulary: symmetry, asymmetry, positive space, negative space, orientation, rhythm, variety, pattern, realistic, abstract, geometric, organic, symbolic, picture plane, hue, saturation, focal point, contrast, proportion

Adobe Photoshop:

The students will:

- create, size, and save, digital image files in the correct format.
- practice proper digital file management.
- learn some basic tools and functions of Adobe Photoshop.
- learn how to print properly on the laser printers as well as the inkjet printer.

Vocabulary: file management, file formats, printing, ink jet printer, color laser printer, digital printing media, resolution, raster image, scanning, importing, DPI, tool box, palettes, layers, filters, blending modes, masks, selections, CMYK, RGB, grayscale, bitmap, pixel

Adobe Illustrator:

The students will:

- create, size, and save, digital image files in the correct format.
- practice proper digital file management.
- learn some basic tools and functions of Adobe Illustrator.
- Learn how to print properly on the laser printers as well as the inkjet printer.

 Vocabulary: file management, file formats, printing, ink jet printer, color laser printer, digital printing media, vector art, plotting points, open paths, closed paths, selecting, editing, fill, stroke, blending modes, preview, outline mode, templates, tool box, palettes, layers, filters, effects, selections, CMYK, RGB, Pantone Matching System

Behavioral Expectations:

The students will:

- be on time to class.
- be expected to put forth their best effort.
- respect that the art room is a shared, cooperative space. You will be expected to show an ability to use, control, and clean up all computers, tools and materials properly and safely.
- assume responsibility to make up work missed due to absence.
- come to class prepared to work.
- receive a conduct grade that is reflective of their level of cooperation, behavior, attentiveness, alertness, interest and level of consistent participation in all classroom activities.

Student Evaluation:

Teachers will use the aforementioned criteria in combination with rubrics and/or performance checklists to arrive at a letter grade for each student—pluses and minuses will also be awarded. Grades in Graphic Design I are as follows:

- **A** The student mastered all the course objectives with an outstanding level of proficiency.
- **B** The student mastered all of the course objectives with a commendable level of proficiency.
- C The student mastered a sufficient number of the course objectives with a reasonable level of proficiency.
- **D** The student mastered the minimum number of course objectives.
- **F** The student failed to accomplish the minimum required course objectives.

Text and Materials:

Relevant handouts and visual presentations will be provided as appropriate.

Methodology:

- **Investigations:** Students will be exposed to a variety of methods, materials and processes that will be used to uniquely solve visual problems.
- Lectures: Lectures will be used to introduce new art problems, elements, techniques, media, artists, etc.
- **Discussions:** We will have individual and small group discussions, (critiques) of work in progress. You will be expected to take part in these discussions and to use proper art vocabulary terms. You will reflect upon your work and will have the opportunity to make adjustments as needed. Graphic Design I students will also participate in client meetings when working on pro bono work for community non-profit organizations.
- **Visual aides:** Charts, samples, books, photos, websites, CDs, slides etc., will be used to motivate students and to strengthen their understanding of art elements, techniques, concepts, etc.
- **Demonstrations:** Demonstrations will be used to safely introduce new methods, materials and processes as needed.

Revised March 2008

Elements of Art and Principles of Design

Masconomet Regional School District Art Department

Elements of Art:

Line: The path of a moving point ("a dot going for a walk").

Color: Color is the light reflected from a surface.

Color has three distinct qualities:

- Hue/Color—the identity of the color
- Value—lightness to darkness of a color
- Intensity—brightness to dullness of a color

Value/Tone: The lightness or darkness of a color.

Texture: The actual or implied surface of an object.

Shape: A two-dimensional area enclosed by an outline.

Form: A three-dimensional shape containing height, width, and depth.

Space: Organizes elements in a composition while also referring to the

distance or area between, around, or within a shape or form.

Principles of Design:

Unity: This refers to the sense of wholeness, harmony and order in a work of art.

Variety: The differences among and between the elements in a composition.

Balance: The weighted relationship between elements in a composition.

Emphasis: Emphasis can be applied to one or more of the elements to create dominance.

Rhythm: The repeated use of an element to achieve visual movement in a composition.

Repetition: The use of an element or elements more than once in a composition.

Proportion: The size relationship of all parts, to each other and to the whole, in a

composition.