

## INTERMEDIATE DIGITAL DESIGN

### Description:

This course enables students to use computer-aided design and work flow as they create and combine images, text and information. Quality workmanship will be emphasized while students learn advanced software techniques, integrating digital and scanned imagery. The digital portfolio from this course can be applied to the AP 2D Design Portfolio. Increased exposure and use of professional software including Adobe Photoshop, InDesign, Illustrator and other applicable programs in the Adobe Creative Suite package.

This course requires a Lab fee.

### COURSE OVERVIEW

#### Course Goals

Students will be able to:

- Understand the elements and principles of design
- Discuss a design project according to the parameters of the assignment, using layouts that relay messages and feelings effectively.
- Translate thumbnail sketches into large format layouts
- Work collaboratively in a design team environment
- Understand how to use color to communicate/support ideas
- Evaluate and implement typography effectively in a design
- Evaluate designs for a particular audience in terms of meaning and effectiveness

#### Artistic Processes

- Create
- Present
- Respond
- Connect

#### Anchor Standards

**Anchor Standard #1. Generate and conceptualize artistic ideas and work.**

**Anchor Standard #2. Organize and develop artistic ideas and work.**

**Anchor Standard #3. Refine and complete artistic work.**

**Anchor Standard #4. Select, analyze and interpret artistic work for presentation.**

**Anchor Standard #5. Develop and refine artistic techniques and work for presentation.**

#### Course Skill Objectives

Students will:

- Create and/or resize artboards using Illustrator
- Experiment and create unique color swatches to support messaging
- Explore various type tools to create unique typographic components
- Explore and utilize all tools in Illustrator, Photoshop and InDesign to create meaningful messaging
- Experiment with cross program capabilities
- Create original photographs to convey meaning and intention
- Use appropriate naming conventions
- Build a mechanical file that can be used for printing
- Become proficient in different

	<p><b>Anchor Standard #6. Convey meaning through the presentation of artistic work</b></p> <p><b>Anchor Standard #7. Perceive and analyze artistic work.</b></p> <p><b>Anchor Standard #8. Interpret intent and meaning in artistic work.</b></p> <p><b>Anchor Standard #9. Apply criteria to evaluate artistic work.</b></p> <p><b>Anchor Standard #10. Synthesize and relate knowledge and personal experiences to make art.</b></p> <p><b>Anchor Standard #11. Relate artistic ideas and works with societal, cultural and historical context to deepen understanding.</b></p>	<p>types of exporting files</p> <ul style="list-style-type: none"> <li>• Appropriately store and organize all digital files</li> <li>• Create an online portfolio of their work</li> <li>• Deepen knowledge of digital manipulation</li> <li>• Use the Wacom tablet</li> </ul>
<p><b><u>Units</u></b></p> <p>Unit 1 - <a href="#">Exploring Illustrator Tools</a></p> <p>Unit 2 - <a href="#">Combining Programs</a></p> <p>Unit 3 - <a href="#">Multi Page Layout</a></p> <p>Unit 4 - <a href="#">Self Expression</a></p>	<p><b><u>Essential Questions</u></b></p> <ul style="list-style-type: none"> <li>• What conditions, attitudes and behaviors support creativity and innovative thinking?</li> <li>• How does collaboration expand the creative process?</li> <li>• How does one determine criteria to evaluate a work of art?</li> <li>• How and why might criteria vary?</li> <li>• How is a personal preference different than an evaluation?</li> <li>• How does the presenting and sharing of objects, artifacts and artworks influence and shape ideas, beliefs, and experiences?</li> </ul>	<p><b><u>Assessments</u></b></p> <ul style="list-style-type: none"> <li>• Create a graphic interpretive design without using typography</li> <li>• Graphic season representation</li> <li>• Graphic objects</li> <li>• Poster Design</li> <li>• Product Design</li> <li>• Display Unit</li> <li>• Interior Design</li> <li>• Magazine Design</li> <li>• Book Design</li> <li>• Presentation Design</li> <li>• Comic book layout</li> </ul>

	<ul style="list-style-type: none"> <li>• How does engaging in creating art enrich people's lives?</li> <li>• How does the presenting and sharing of objects, artifacts and artworks influence and shape ideas, beliefs, and experiences?</li> <li>• What criteria, methods and processes are used to select work for preservation or presentation?</li> </ul>	<ul style="list-style-type: none"> <li>• Self-portrait</li> <li>• Portrait</li> <li>• Still life</li> <li>• Comic book character</li> </ul>
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Pacing Guide				
1st Marking Period			2nd Marking Period	
Month 1	Month 2	Month 3	Month 4	Month 5
Unit 1 Exploring Illustrator Tools 3 weeks	Unit 2 Combining Programs  3 weeks	Unit 3 Multi Page Layout  4 weeks	Unit 4  Expression  10 weeks	

## Unit 1 – Exploring Illustrator Tools

### Unit Objectives

Students will be able to:

- Utilize the various tools in Adobe Illustrator to create a design consistent with the elements and principles of design.

### Skill Objectives

Students will:

- Create various thumbnail sketches to explore their creativity
- Decide upon which Illustrator tools to use in order to create their desired effect
- Make and use unique color swatches
- Create the proper size artboard
- Utilize proper naming conventions and correct layer names
- Deepen their knowledge of Illustrator



<u>Sample Performance Assessments</u>	<u>Sample Performance Assessments</u>	<u>Sample Performance Assessments</u>	<u>Sample Performance Assessments</u>
<ul style="list-style-type: none"> <li>• Graphic Still life</li> <li>• Graphic Landscape</li> <li>• Graphic Portraiture</li> <li>• Graphic Season</li> </ul>		<ul style="list-style-type: none"> <li>• Formal critique analyzing the successful creation of artwork using Illustration</li> <li>• Exploration on how the use of illustration differs from traditional studio tools.</li> </ul>	<ul style="list-style-type: none"> <li>• Compare and contrast creative artwork with other graphic designers</li> </ul>

## Unit 2 – Combining Programs

### Unit Objectives

Students will be able to:

- Understand how to use various tools in Adobe Illustrator as well as Adobe Photoshop to create a design consistent with the elements and principles of design.
- Discuss combining techniques from both programs to create a cohesive design

### Skill Objectives

Students will:

- Use thumbnails to explore their creativity
- Decide upon which Illustrator and Photoshop tools to use in order to create their desired effect
- Utilize and understand how to use typography to enhance their design
- Present and defend their design based on the elements and principles of design
- Increase their knowledge of Illustrator and Photoshop as well as deepen their knowledge of the difference between vector and raster art



<p><b>Creating</b></p> <p><b>Anchor Standard 1:</b> Conceptualize and generate an artistic idea and work.</p> <p><b>Anchor Standard 3:</b> Refine and complete artistic work</p>	<p><b>Presenting</b></p> <p><b>Anchor Standard 6:</b> Convey meaning through the presentation of artistic work.</p>	<p><b>Responding</b></p> <p><b>Anchor Standard:</b></p>	<p><b>Connecting</b></p> <p><b>Anchor Standard 10:</b> Synthesize and relate knowledge and personal experience to make art</p>
<p><b><u>Enduring Understandings</u></b> Creativity and Innovative thinking are essential life skills that can be developed.</p> <p><b><u>Essential Questions</u></b> What conditions, attitudes and behaviors support creativity and innovative thinking? How does collaboration expand the creative process?</p> <p><b><u>Process Components</u></b> Investigate/Plan/Make</p> <p>Individually or collaboratively formulate new creative problems based on student's existing artwork.</p>	<p><b><u>Enduring Understandings</u></b> Objects, artifacts and artworks collected, preserved or presented either by artists, museums or other venues communicate meaning and a record of social, cultural and political experiences resulting in the cultivating of appreciation and understanding.</p> <p><b><u>Essential Questions</u></b> How does the presenting and sharing of objects, artifacts and artworks influence and shape ideas, beliefs, and experiences?</p> <p><b><u>Process Components</u></b> Analyze, Select, Share</p> <p>Make, explain and justify connections between artists or artwork and social cultural and political history.</p>	<p><b><u>Enduring Understandings</u></b></p> <p><b><u>Essential Questions</u></b></p> <p><b><u>Process Components</u></b> Perceive, Analyze and Interpret</p>	<p><b><u>Enduring Understandings</u></b> Through art making, People make meaning by investigating and developing awareness and perceptions, knowledge and experiences.</p> <p><b><u>Essential Questions</u></b> How does engaging in creating art enrich people's lives?</p> <p><b><u>Process Components</u></b> Synthesize, Relate</p> <p>Utilize methods of observation, research and experimentation to explore unfamiliar subjects through art making.</p>

<u>Sample Performance Assessments</u>	<u>Sample Performance Assessments</u>	<u>Sample Performance Assessments</u>	<u>Sample Performance Assessments</u>
<ul style="list-style-type: none"> <li>• Signage</li> <li>• Product design</li> <li>• Display unit</li> <li>• Interior design</li> </ul>	<ul style="list-style-type: none"> <li>• Formal Critique</li> </ul>		<ul style="list-style-type: none"> <li>• Review of professional designer works</li> </ul>

## Unit 3 – Multi-Page Layout

### Unit Objectives

Students will be able to:

- Utilize the various tools in Adobe Illustrator, Photoshop as well as InDesign to create a multi-page layout consistent with the elements and principles of design.
- Discuss combining techniques from the 3 programs to create a cohesive design
- Recognize meaning and intention using all 3 programs

### Skill Objectives

Students will:

- Utilize and understand how to use copy blocks to enhance their design
- Explore and understand typographical hierarchy
- Create meaning through design
- Create and select appropriate photography to enhance their design
- Edit photography using Photoshop
- Combine techniques from the 3 programs to create a cohesive design

<p><b>Creating</b></p> <p><b>Anchor Standard 1:</b> Conceptualize and generate an artistic idea and work.</p> <p><b>Anchor Standard 3:</b> Refine and complete artistic work</p>	<p><b>Presenting</b></p> <p><b>Anchor Standard 6:</b> Convey meaning through the presentation of artistic work.</p>	<p><b>Responding</b></p> <p><b>Anchor Standard:</b></p>	<p><b>Connecting</b></p> <p><b>Anchor Standard 10:</b> Synthesize and relate knowledge and personal experience to make art</p>
<p><b><u>Enduring Understandings</u></b> Creativity and Innovative thinking are essential life skills that can be developed.</p> <p><b><u>Essential Questions</u></b> What conditions, attitudes and behaviors support creativity and innovative thinking? How does collaboration expand the creative process?</p> <p><b><u>Process Components</u></b> Investigate/Plan/Make</p> <p>Individually or collaboratively formulate new creative problems based on student's existing artwork.</p>	<p><b><u>Enduring Understandings</u></b> Objects, artifacts and artworks collected, preserved or presented either by artists, museums or other venues communicate meaning and a record of social, cultural and political experiences resulting in the cultivating of appreciation and understanding.</p> <p><b><u>Essential Questions</u></b> How does the presenting and sharing of objects, artifacts and artworks influence and shape ideas, beliefs, and experiences?</p> <p><b><u>Process Components</u></b> Analyze, Select, Share</p> <p>Make, explain and justify connections between artists or artwork and social cultural and political history.</p>	<p><b><u>Enduring Understandings</u></b></p> <p><b><u>Essential Questions</u></b></p> <p><b><u>Process Components</u></b> Perceive, Analyze and Interpret</p>	<p><b><u>Enduring Understandings</u></b> Through art making, People make meaning by investigating and developing awareness and perceptions, knowledge and experiences.</p> <p><b><u>Essential Questions</u></b> How does engaging in creating art enrich people's lives?</p> <p><b><u>Process Components</u></b> Synthesize, Relate</p> <p>Utilize methods of observation, research and experimentation to explore unfamiliar subjects through art making.</p>

<u>Sample Performance Assessments</u>	<u>Sample Performance Assessments</u>	<u>Sample Performance Assessments</u>	<u>Sample Performance Assessments</u>
<ul style="list-style-type: none"> <li>• Magazine Design</li> <li>• Book Design</li> <li>• Presentation Design</li> <li>• Comic Book Design</li> </ul>	<ul style="list-style-type: none"> <li>• Formal Critique</li> </ul>		<ul style="list-style-type: none"> <li>• Analyze various contemporary magazines</li> <li>• Analyze various book designs</li> </ul>

## Unit 4 – Self Expression

### Unit Objectives

Students will be able to:

- Recognize the various tools in Adobe Illustrator, Photoshop as well as InDesign
- Discuss how to create a personally meaningful piece of art that aligns with the elements and principles of design.

### Skill Objectives

Students will:

- Explore personal messaging
- Create meaning and intention through design
- Explore various graphic processes to create artwork which conveys meaning
- Direct messaging to audience
- Combine techniques from the 3 programs to create a cohesive design



<u>Sample Performance Assessments</u>	<u>Sample Performance Assessments</u>	<u>Sample Performance Assessments</u>	<u>Sample Performance Assessments</u>
<ul style="list-style-type: none"> <li>• Self-portrait</li> <li>• Portrait</li> <li>• Still life</li> <li>• Comic book character</li> </ul>		<ul style="list-style-type: none"> <li>• Formal Critique</li> </ul>	<ul style="list-style-type: none"> <li>• Brainstorming sessions</li> <li>• Artist's statement</li> <li>• Artist display</li> </ul>