

Course: Digital Media Arts
Instructor: Hayley Munn

Contact

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Course Description: Digital Media Arts will focus on the application of Art 1 curriculum (the Elements of Art and Principles of Design) to Photoshop. Students will learn some of the many tools available to use in Photoshop in order to edit photos, draw (with a Wacom Tablet), layer photos, create original artwork, design logos, and more.

South Carolina Visual Arts State Standards:

- I. Understanding and Applying Media, Techniques, and Processes
- II. Using Knowledge of Structures and Functions
- III. Choosing and Evaluating a Range of Subject Matter, Symbols, and Ideas
- IV. Understanding the Visual Arts in Relation to History and Cultures
- V. Reflecting upon and Assessing the Merits of Their Work and the Work of Others
- VI. Making Connections between Visual Arts and Other Disciplines

Instructional Units:

DISCLAIMER: Ms. Munn has the right to edit the order and the content of the Unit Plans throughout the semester.

Unit 1: Introduction

Subjects to cover:

- What is Digital Art?
- What is Digital Citizenship?
- Plagiarism and Copyright
- Hand out computers, computer etiquette, computer storage, can everyone sign in successfully?, etc
- How to save images to your device (downloads, desktop, the cloud, etc)
- What is a Wacom tablet
- Review of Elements of Art and Principles of Design

Activities:

- ART 1 REVIEW ELEMENTS AND PRINCIPLES OF ART
- Survey to see what prior knowledge students have regarding digital media, digital art tools, etc
- Practice submitting work
- Look at examples of digital art through a presentations and discuss
- Take survey of what technology students have access to outside of the classroom (example: do all students taking this class have a smartphone with a camera?)
- Set up Wacom tablet

Unit Two—Photoshop Basics

Subjects to cover:

- Explore photoshop
- Drawing in Photoshop

Activities and Assessments:

- Share powerpoint with breakdown of what the different tools in photoshop mean and students will take notes
- Show videos and live tutorials of how to use different areas of photoshop
- Edit original photos in Lightroom
- Practice tracing/drawing over an image in photoshop
- Experiment with different tools in photoshop
- Turn in a before and after version of an original photo edited/enhanced in photoshop
- Create a landscape painting in photoshop inspired by Impressionist artist Claude Monet.

- Take photos with dynamic compositions with the help of a partner. Edit in Lightroom. Draw original Zentangle Designs in photoshop over the image.

Unit Three—Digital Surrealism Collage

Subjects to Cover:

- Collage Art, Artists, and Art Movements (Cubism, Surrealism, Dada)

Activities and Assessments:

- Create original collage based off of a surrealist artist you like
 - Focus on Unity, Variety, and Balance
 - Focal Point
 - Collect photos and save as appropriate files types
 - How to Insert photos into photoshop
 - Layering
 - Adding text in photoshop
 - Changing opacity of images
- Formal presentation and critique of all finished projects

Unit Four—Photo layering in Photoshop

Subjects to cover:

- How to layer photos in photoshop
- What are cliches in photography?

Activities and Assessments:

- Share examples of art where photos were layered (Krista Elrick *Where are the Birds?* and Alessio Trerotoli)
- Have students participate in a photoshoot in class with partners. They will take each others pictures using various props and then layer these photos in photoshop (use erasing tools and drawing tools to add interest, photos will need to be edited too)
 - Have students research photography poses before the photoshoot to add interest to their photos
 - Students can bring in their own props too
- Critique of photos in progress and at the final
- What is a series of work?
- Written critique

Unit Five—Logo Project

Subjects to cover:

- Logo design
- Symbolism
- Font and Text
- Visual Literacy

Activities and Assessments:

- Powerpoint on logo design, symbolism, visual literacy, fonts, meaning of fonts and colors
- Design original personal logo
- Redesign a popular logo
- Class critique of both logos

Unit Six—Typography

Subjects to cover:

- What is typography?
- Visual Hierarchy

Activities and Assessments:

- ABC typography scavenger hunt
- Ransom Note Project
- Photograph a word spelled out with unique materials (like yarn, sea shells, buttons, candies, etc)

Unit Seven— Expressive Self Portrait Project

Subjects to cover:

- Adjustment layers in Photoshop

- How to plan a project in sketchbook. What are sketchbook annotations?

Activities and Assessments:

- Plan project in sketchbook
- Use adjustment layers and drawing tools to draw over a photo of yourself in photoshop

Unit Eight—Poster Project

Subjects to cover:

- What is the eyedropper tool?

Activities and Assessments:

- Draw over a photo using layers and eyedropper tool
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Exam: Final Exam Projects are due on the scheduled exam day (seniors are due on the scheduled senior final exam day). Exam projects will encompass skills and concepts used throughout the course. Details and rubrics will be posted on Google Classroom.

Non-Instructional Routines:

- I will tell you where to find materials for each project.
- The door to the classroom remains CLOSED during class.
- I must sign your hall pass before you may leave class for any reason.
- You must wear your I.D. at all times—displayed properly according to the school handbook.
- Trash cans are beside my desk, at the front of the room, and beside the sink.
- When cleaning at the sink, wash objects completely and place them in the draining rack.
- SHARE supplies like scissors, water jars, and rulers.
- RETURN all materials to their proper places.
- No phones in class (unless I say otherwise)

Grading policy:

- 1) You will have two types of projects: major and minor
 - a. Major projects consist of major projects and tests.
 - b. Minor projects consist of quizzes, sketchbook assignments, and critiques.
- 2) Major projects/tests count for 60 % of your grade and minor projects/quizzes/sketchbook assignments/critiques count for 40 %.
- 3) Your grade on each assignment will be based on a grading rubric I will give to you ahead of time.
- 4) You must turn each assignment in on time to the appropriate location (either on google classroom or in the appropriately labeled drawer).

JL Mann late work policy:



*J. L. Mann High School
Academy of Math, Science
and Technology
Late Work Policy*

To better provide consistency across the school, J. L. Mann will adhere to the following late work policy.

If a student is present in the classroom and the assignment is not completed, the chart below will be followed for the first 2 - 4 days.

	Major Assignment Category (excluding tests)	Minor Assignment Category (excluding quizzes)	Homework Assignment Category
AP Courses (Course is eligible for college credit)	Class period 1 = -15 points Class period 2 = -10 points No late work accepted after class period 2		No Late Work Accepted
Honors/CP Courses (Courses do not earn college credit)	Class period 1 = -15 points Class period 2 = -10 points Class period 3 = -10 points Class period 4 = -10 points No late work accepted after class period 4		

Day is defined as a class period

Student absences excused, unexcused, or related to discipline are not affected by this policy.

Communication with Parents:

I will contact your parents/guardians by phone or e-mail or through activities such as Open House. I will contact them with positive information about your class work and behavior. I will also contact them if you behave inappropriately in class or are not meeting my expectations for class work.