



Mequon-Thiensville School District

Fine Arts Course Scope & Sequence

Course Name: Digital Art 1	Department: Fine Arts
Grade Level: 9-12	Duration: 1 trimester

Course Overview: Are you amazed by the latest graphic T-shirt designs? Impressed by the character and environment designs in your favorite video games or graphic novels? Wowed by the visuals on your favorite websites? Let your art skills go digital! This course is an introduction to basic digital art and design. Students will experience computer generated and/or enhanced art image creation utilizing industry standard software: Adobe Photoshop and Illustrator. Techniques and applications from traditional art and design are used in tandem with software-based tools. Emphasis will be on the integration of digital drawing/painting and raster and vector graphics, with the Elements and Principles of Design. Wacom digital drawing tablets will be provided to all students. Projects may include: Image composites, vector portraits, emoji design, character design, artist emulation, digital painting, animated gifs, logo design and more!

Topics/Units:

1. **Illustrator Basics:** Vector image overview - **Time frame: 14 days**
2. **Photoshop Basics:** Raster image overview - **Time frame: 14 days**
3. **Character Design & Family Crest Design** (program of choice) - **Time frame: 14 days**
4. **Artist Emulation & Animated Gif** (program of choice) - **Time frame: 14 days**
5. **Final Exam** - Real World Design Challenge (program of choice) - **Time frame: 6 days**

Course Name: Digital Art 2	Department: Fine Arts
Grade Level: 9-12	Duration: 1 trimester

Course Overview: Take your digital art and design skills to a whole new level! Digital Art 2 allows for advanced study of 21st Century design issues utilizing industry-standard art and design software. Students with the desire to move beyond the survey experience of Adobe Illustrator and Photoshop from Digital Art 1 will have



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the opportunity to specialize in one or more programs while led through a series of teacher prompted design challenges catered to each student's individual abilities and interests. Digital tools such as narrative animation, 3-D modeling and printing, graphic design for real clients and the production of a student interest "In-Depth" project are some of the approaches explored in this course all under the umbrella of creative problem-solving. Projects could include: toy/game design, graphic novel creation, children's book illustration, site-specific installations, clothing line graphics, book cover design, original character animations and more!

Topics/Units:

1. **2D Narrative/ Art:** Animation challenge three ways! - **Time frame: 14 days**
2. **3D Design and Printing:** Tinkercad, Blender and Sculpt GL - **Time frame: 14 days**
3. **In-Depth Project:** Student proposed area of study. Can be program based or thematic - **Time frame: 14 days**
4. **Client Work:** Real life jobs students select to showcase their best graphic design ability. - **Time frame: 14 days**
5. **Final Exam:** Real world design challenge - **Time frame: 6 days**