



HIGH SCHOOL COURSE OUTLINE

Department	Visual/Performing Arts		Course Title	Digital Art & Imaging			
Course Code	1046	Grade Level	9-12	Course Length	1 year	Credits/Semester	5
Required for Graduation		Meets H.S. Grad Requirement		yes	Elective Credit		
Prerequisites	Recommended: Drawing & Painting or 1yr. Visual arts or computer technology course						
Articulated with LBCC		No		Articulated with CSULB		No	
Meets UC "a-f" Requirement		Pending		Meets NCAA Requirement		No	

COURSE DESCRIPTION:

Emphasis is placed on the elements and principles of design throughout the course. Visual problem Solving skills are explored through The computer is used as the main toll for creative expression problem solving. and communication. Historical periods, movements, and artists are compared and contrasted through reading, writing, and computer – based activities. Aesthetic valuing and criticism are infused within the curriculum through critique of all student work. as well as selected artwork being studied. The five components in The California State Framework as well as Long Beach Unified School District Art Content Standards

GOALS: (Student needs the course is intended to meet)

- Develop and expand aesthetic perception; learning the visual components and language of Art. (*Aesthetic Perception*)
- Develop and expand visual arts knowledge and skills. Expressing ideas imaginatively; creating original works using a variety of processes and techniques. (*Creative Expression*)
- Acquire knowledge of historical and cultural developments, which occur as a result of varying needs and aesthetic points. (*Cultural and Historical Heritage*)
- Develop a base for making informed aesthetic judgements. Analyzing personal work and that of other artists and cultures; discovering intent, purpose, significance, and technical proficiency. (*Aesthetic Valuing*)
- Develop a common core of knowledge that transcends subject areas and investigates art-related careers. (*Connections, Relations, & Applications*)

PERFORMANCE OBJECTIVES:

Students will:

- Demonstrate knowledge of form and function.
- Demonstrate an understanding of the elements of the elements of art.
- Demonstrate an understanding of the principles of design.

- Demonstrate an understanding of composition and design.
- Demonstrate an understanding of historic and cultural content in art and design.
- Demonstrate an understanding of the importance of good design.
- Demonstrate an understanding of art, design, and digital arts terminology.
- Demonstrate an awareness of art history and its influence on contemporary design.
- Analyze a classical artwork to reinterpret with digital imaging techniques, demonstrating knowledge of color, composition and design.
- Gain awareness of Post Modernism as utilized within specific advertising campaigns
- Demonstrate knowledge of different periods of art history through research projects and presentations.
- Demonstrate an understanding of file structures and formats
- Demonstrate the understanding of typography, color, composition and design as it relates to computer and digital imaging.
- Demonstrate an ability to retouch photographs and make color corrections.
- Demonstrate the ability to generate digital images integrating several types of graphics.
- Demonstrate the ability to use the digital camera.
- Demonstrate the ability to make value and color adjustments/ corrections on the computer.
- Demonstrate language and math skills necessary for design and digital arts production.

OUTLINE OF CONTENT AND SUGGESTED TIME ALLOTMENT:

METHODS: A variety of instructional strategies will be utilized to accommodate all learning styles:

MATERIALS USED IN TEACHING THE COURSE: In addition to the basic text (*mandatory information – Title, Author, Copyright Date and Publisher*), a variety of instructional tools will be used to meet the needs of all students

EVALUATION: Student achievement in this course will be measured using multiple assessment tools including but not limited to: (a grading scale and/or rubric should be included)