Digital Design III Curriculum Overview

Description (including primary objectives and outcomes):

The purpose of 2D Design III is for students to develop their personal style and visual voice using all the tools in Adobe Creative Suite. Students will learn to set individual goals, work independently, do original research on selected themes, and learn how to evaluate works of art, including their own work, critically. Flexibility of skill, style and artistic thinking will be emphasized. Students will integrate their technical skills with critical and creative problem solving to produce works with purposeful meaning. Observational, functional and abstraction will be some of the areas covered in depth as they relate to principles of design. Thematic topics and visual intention will be explored and developed. The history of art will be studied throughout the year. Aesthetics concerns will be investigated and applied. Each week, for homework, students are expected to complete 5 fifteen-minute drawings based on the assigned theme. This course aligns with the Massachusetts State Curriculum Frameworks for Extended study in Visual Arts.

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Learning Experiences:

- Students will learn to make appropriate and meaningful media choices
- Students will learn to integrate research into their art making
- Students will learn to edit and evaluate with their own work and the work of others critically
- Students will engage in solving complex visual problems
- Students will create artwork that synthesizes form and content
- Students will create artwork in a variety of styles both in terms of meaning and representation
- Students will create artwork that connects to their experience and understanding of their world

Content Outline:

Concepts:
Students will continue to investigate new uses of tools, techniques and skills, using design principles to create more complex, interesting designs. Photoshop allows students the ability to edit work, to try their designs many different ways, to take many risks interpreting the assignment, critiquing their work themselves, listening to other opinions and finally working out the design to their own satisfaction without worrying about starting over. Each week, there are new challenges to accept, and new goals to reach. Students will also begin an investigation of webpage design.

Resources Used:

Adobe Creative Suite 5. Caplin, Steve: How to Cheat in Photoshop (all versions). Adobe Photoshop CS5 Classroom in Book. Lupton, Ellen and Jennifer Cole Phillips: Graphic Design the New Basics. Monroy, Photoshop Studio with Bert Monroy: Digital Painting. Williams, Robin and John Tollett. The Non-Designer's Photoshop Book. Steurer, the WOW of Illustrator. Adobe Photoshop User magazinr. napp.com and kelby.com, for a wealth of knowledge pertaining to Adobe Creative suite. Crystal Productions, Elements and Principles of Design. Adobe DreamWeaver: Classroom in a Book.