

Electronic Imagery

For each of the sections that follow, students may be required to analyze, recall, explain, interpret, apply, or evaluate the particular concepts being taught.

ORIENTATION TO THE COMPUTER

- examine and identify hardware, software and peripheral devices in a computer lab that are used in the production of computer art
- know the procedures and rules for computer lab usage
- access and use a graphical interface software environment to manage disks, files and integrate applications
- describe the printing process as it relates to computer art
- relate how electronic imagery is important to the creation of art as a career option

ELEMENTS OF ART AND PRINCIPLES OF DESIGN

- recognize and use the elements of art and principles of design as they are used in the creation of electronic art
- design and compose computer art works which show evidence of applied knowledge of the elements of art and principles of design
- question the aesthetic value of a selected piece of altered computer art that shows mood, feeling, or intent
- judge art created on electronic media in terms of design, societal influences, and aesthetic qualities
- compare and contrast art work created by traditional media with work created on the computer

SOFTWARE

- identify, know, and use the functions of the tools and other options available in a computer paint program
- identify, know, and use the functions of the tools and other options available in a computer drawing program

IMAGE MANIPULATION CLIP ART

- identify, locate, display, and integrate electronic clip art images into a finished computer graphic design
- question the artistic value of a piece of computer art if an image is primarily composed of clip art

ADDITIONAL DIGITIZED IMAGES AND IMAGE EDITING TOOLS

- identify a variety of digitizing equipment that can be used with a computer to convert and enhance printed or photographic images into computer graphic images
- question whether it is art if an image is electronically edited or enhanced by the computer

INTEGRATING APPLICATIONS

- design and compose computer graphics choosing appropriate software to suit the needs of the final product and show evidence of applied knowledge of the art elements and principles of design