

WHAT WILL WE LEARN IN GRAPHIC & COMPUTER ARTS 1?

<p>DESIGNING ~I can develop my artwork using art processes such as;</p> <ul style="list-style-type: none"> • Research • Thumbnail sketches • Drafts • Critiques • Revision <p>~I can understand & apply formal properties in my art ~I can create art using a variety of digital & traditional media</p>	<p>TECHNOLOGY ~I can learn & use a variety of industry software programs to create digital images ~I can edit & create images using digital techniques like</p> <ul style="list-style-type: none"> • Size, resolution, mode • Layers, masks • Selections, transformation • Vectors, raster • Text, fonts •
<p>ELEMENTS OF ART ~I can recognize & use the elements of art: line, shape, value, texture, color theory, space & form.</p>	<p>PRINCIPLES OF DESIGN ~I can recognize & use the principles of design: proportion, repetition, balance, unity, movement, contrast, variety & emphasis.</p>
<p>CRAFTSMANSHIP ~I can demonstrate clean layout, presentation & print skills</p>	
<p>ART HISTORY ~I can recognize & understand;</p> <ul style="list-style-type: none"> • Movements in graphic & computer art history • The impact of graphic & computer art within history, society & cultures • My personal connections to artwork 	<p>LOOKING AT ART ~I can discuss and write;</p> <ul style="list-style-type: none"> • About the quality, effectiveness & functionality of artwork or design. • Critical judgments about works of art & design. • Formal or informal critiques of my own artwork & the work of other artists
<p>CAREER ~I can learn & use real life applications necessary for the graphic design industry ~I can develop products to meet client's needs ~I can learn & explain my awareness of career opportunities</p>	<p>PORTFOLIO ~I can develop a body of work that reflects personal growth in compositional planning, technical skills, creativity & refined craftsmanship.</p>