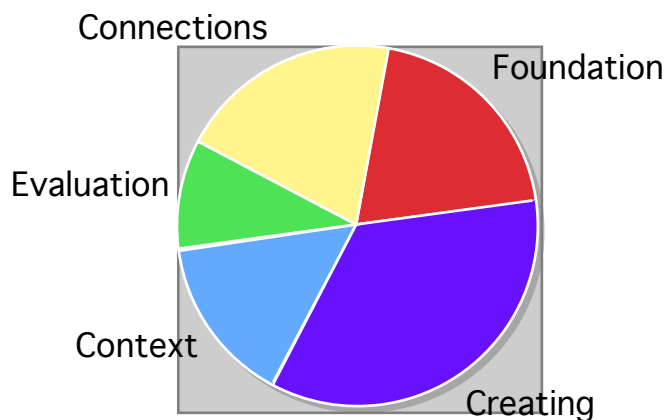


Digital Imaging 2AB

High School



- Foundation
- Creating
- Context
- Evaluation
- Connections

Course Title	DIGITAL IMAGING HIGH SCHOOL 2 A/B
Course Abbreviation	DIG IMAG SH 2 A/B
Course Code Number	200321/200322
Special Notes	Digital Imaging 1AB is a prerequisite, or department permission.
Course Description	The purpose of this course is to provide a balanced visual arts program, which guides students to achieve the standards in the visual arts. Digital Imaging 2AB offers advanced experiences for the student in both the creative and technical aspects of using contemporary technologies. Historical and contemporary foundations of the visual arts and their relationship to science, the development of technologies and culture will be investigated using information technologies. Knowledge will be refined for applying the elements of art and principles of design for effective visual communication. This course offers the opportunity to develop a portfolio for application to postsecondary or vocational education programs or employment upon graduation.
Instructional Topics	

	<p> Historical Foundations of Digital Imaging Critical Comparison and Aesthetic Evaluation Managing Multimedia in a Studio Environment Digital Collage and Multimedia Techniques Development of Personal Content and Style Structure and Composition in Multimedia Perceptual and Conceptual Aspects of Multimedia Development of Interactive Experiences Portfolio Presentation Career Opportunities </p> <p> *Topics should be presented in an integrated manner where possible; time spent on each topic is to be based upon the needs of the student, the instructional program, and the scheduling needs of the school. </p>
California Visual Arts Content Standards High School Proficient	<p> Content knowledge and skills gained during this course will support student achievement of grade level Student Learning Standards in the Visual Arts. </p> <p> <i>Upon graduation from the LAUSD, students will be able to:</i> </p> <ol style="list-style-type: none"> 1. Process, analyze, and respond to sensory information through the language and skills unique to the visual arts. Students perceive and respond to works of art, objects in nature, events, and the environment. They also use the vocabulary of the visual arts to express their observations. Artistic Perception 2. Create, perform, and participate in the visual arts. Students apply artistic processes and skills, using a variety of media to communicate meaning and intent in original works of art. Creative Expression 3. Understand the historical contributions and cultural dimensions of the visual arts. Students analyze the role and development of the visual arts in past and present cultures throughout the world, noting human diversity as it relates to the visual arts and artists. Historical and Cultural Context 4. Respond to, analyze, and make judgments about works in the visual arts. Students analyze, assess, and derive meaning from works of art, including their own, according to the elements of art, the principles of design, and aesthetic qualities. Aesthetic Valuing 5. Connect and apply what is learned in the visual arts to other art forms and subject areas and to careers. Students apply what they learned in the visual arts across subject areas. They develop competencies and creative skills in problem solving, communication, and management of time and resources that contribute to lifelong learning and career skills. They also learn about careers in and related to the visual arts. Connections, Relationships, Applications
Representative Objectives	<p> <i>Student will be able to:</i> </p> <ul style="list-style-type: none"> • Explore a variety of visual arts styles, techniques, and processes available for creating with contemporary technologies, making choices as to what to apply in his or her work. • Create and display original works of art using contemporary technologies of increasing complexity and with increased skill. • Respond to a variety of works of art in digital media and talk about his or her interpretations of the artists'

	<p>intentions.</p> <ul style="list-style-type: none"> • Express his or her ideas about art and give reasons for preferences in works of digital media. • Explore careers in multimedia and in related fields using contemporary technologies. • Recognize, describe, analyze, discuss, and write with specificity and detail about the visual characteristics of works of art created with contemporary technologies, objects in nature, events, and the environment. • Use to great effect the elements of art and principles of design as he or she explores, analyzes, and talks about what he or she sees in the physical world and in what he or she creates in digital imaging. • Recognize that the visual arts and artists, and specifically artists working in digital media reflect, play a role in, and influence culture.
Representative Performance Skills	<p><i>In accordance with their individual capacity, students will grow in the ability to:</i></p> <ul style="list-style-type: none"> • Demonstrate in his or her visual artworks in digital imaging an exploration of a personal style and proficiency in communicating an idea or emotion. • Demonstrate the ability to synthesize different subjects, themes, images, and visual metaphors in creating artworks using contemporary technologies. • Make sound critical judgments about the quality and success of artworks created with digital media and techniques based on his or her experiences in and perceptions about visual arts forms. • Use criteria for making judgments and identify the difference between preference and judgment. • Organize, maintain, interpret, and communicate information (oral and written, creation of a digital image and or display of an original art work). • Research and describe arts-related careers for those who use contemporary technologies. • Articulate the use of the elements of art and principles of design as they relate to specific images, styles, and periods of the visual arts. • Discuss complex issues in the visual arts, such as the use of distortion of shapes/form, space, use of light, simplified and actual texture, scale, expressive content, and real vs. virtual. • Identify multimedia artists who have achieved regional, national, or international recognition and recognize ways that their work reflects, plays a role in, and influences culture. • Discuss (compare and contrast) the purposes of the visual arts from major time periods and cultures.
Samples of Classroom Activities for Connections/Relationships/Applications Strand	<p>Connect and apply what is learned in the visual arts to other art forms and subject areas and to careers. Students apply what they learned in the visual arts across subject areas. They develop competencies and creative skills in problem solving, communication, and management of time and resources that contribute to lifelong learning and career skills. They also learn about careers in and related to the visual arts.</p> <p>Students will be able to:</p>

	<ul style="list-style-type: none"> Choose three to five works of art they have created with contemporary technologies from their portfolio to use in writing about: the total quality of the work; historical influences on the work; the use of the elements of art and principles of design; their interest in a particular idea as expressed visually in the work.
Resources	<ul style="list-style-type: none"> •<i>Exploring Visual Design: The Elements and Principles</i> 3rd Edition, Gatto, et al., Davis Publications. •<i>Exploring the Elements of Design</i>, 2nd Edition; Evans, Thomas: Cengage Learning. •<i>Graphic Design Solutions</i>, 3rd Edition; Landa; Cengage Learning.

Credentials required to teach this course

One of the following:

General Secondary

Special Secondary Art

Standard Secondary with major/minor Art

Single Subject Art

Supplementary Authorization Computer Concepts & Applications

Industrial & Technical Education