

Digital Graphics and Animation

TERM ONE: Foundations - Information Acquisition – Solving Problems - Communication

Aug 25 –Dec 19 §126.25. Digital Graphics/Animation (c) Knowledge and skills (1)

Foundations 4) Information acquisition (7) Solving problems (10) Communication

<http://www.tea.state.tx.us/rules/tac/ch126.html>

Digital Graphics and Animation is a year-long, project-based course that develops career and communication skills in print, web, video and graphic design using Adobe tools. Each area is addressed using a project-based approach that follows a design and development process.

- Creativity and Innovation
- Communication and Collaboration
- Research and Information Fluency
- Critical thinking, Problem Solving, and Decision Making
- Digital Citizenship
- Technology Operations and Concepts

Students experience subject areas and skills across careers in graphic design, photography, motion graphics, print and layout design, and production. State required skills and concepts are developed in a progression as each project adds more challenging skills on foundation basics.

ADOBE VISUAL DESIGN CURRICULUM

is a great resource for lesson planning, activities and evaluation ideas.

Digital Graphics and Animation uses a project-based approach. Each project has phases that follow a design and development process, from project planning and analysis to evaluation and distribution. Students gain experience through real-world projects that help them better understand the roles and processes across a broad range of careers involving visual design. To simulate a professional work environment, students gradually progress their design work from an individual process to a group process.

Each project guideline provides structure for the content and process of a project while allowing flexibility for the instructor to tailor the level of social and technical interaction appropriate for students.

First Semester 18 weeks Aug 25 – Dec 19

Application & Hardware Basics ([Adobe Design Suite](#)), Photography, Illustration and Design,

Basic Studio Skills emphasized in the first semester (Studio Procedures)

The Desktop: Understanding desktop drawing and painting tools and how they will affect graphic work. Acquiring Image Editing skills, Understanding Laws and Issues and Class rules of operation.

- Application and computer skills and responding to feedback using check lists and help files
- Designing for a variety of audiences and needs with an emphasis on excellence in design and composition
- Problem solving that helps support multiple perspectives

Aug 25-29

- The design process and effective visual communication
- Peer teaching and evaluation in a collaborative environment
- Technical image manipulation and basics of file and image resolution

Projects: Application & Hardware Basics ([Adobe Design Suite](#)), Photography, Illustration and Design

- Forms in Space Sept 02-12
- Paint Landscape, Draw Grid Sept 15-19
- Logo/ Repeat Pattern Sept 22-26
- Cover or Poster
- Sketch Assignments

Tools of the Digital Artist: Original Graphic Design. Hardware, Software, and Peripherals

Projects: Skill Exercises 3 or 4 compositions

- Text Effects/ Text Mask Sept 29-Oct 3
- Shape Composition (Old Master)+WEB Skills Oct 03-17
- Abstracting Design extend to Animate Design Oct 17-31
- Sketch Assignments

Design and Composition: Creating form and space. How to communicate ideas

Basic Design, Composition and Drawing skills when preparing image (Craftsmanship)

- Demonstrate knowledge of image resolution, size, and file format for web, video, and print.
- Demonstrate knowledge of design principles and image [composition](#).
- Demonstrate knowledge of typography.
- Demonstrate knowledge of [color theory](#) and correction.
- Environment – Image manipulation/Camera files/Scanner

Values: Experimenting with light and dark

Projects:

- Dramatic light Composition-Web Search Nov 03-14
- Create a Crowd/Figure Image Nov 17-26
- Self Portrait – Place yourself in a Cube/Create Space Dec 01-12
- Contact Sheet of Completed Works Required for Portf Dec 15-19

Mid Term Exam – Practical, Evaluation, Critique and Presentation

TERM TWO: Foundations - Information Acquisition – Solving Problems – Communication

Jan 6 - June 3 §126.25. Digital Graphics/Animation

The second semester of Digital Graphics and Animation builds on student design and development skills by focusing on longer print production projects as well as more in-depth content and advanced techniques for graphics and layout development, Still and Motion Graphics for print/web/video, Animation, Photo Editing and Graphic Design Major Works Portfolio, and Evaluating Digital Images (project based practical application to given problems / students must demonstrate original and creative work with obvious artistry)

The key skills emphasized in this semester are:

- Project management skills such as task management, client management, milestone tracking, and contingency planning
- Illustration and drawing
- Communication with peers and team members, using project plans or specifications
- Design and redesign

- Technical graphic- and print-production skills such as creating vector-based graphics and filters
- Design solutions, including multi-page and double-page layouts
- Demonstrate knowledge of preparing images for web, print, and video
- Demonstrate knowledge of the animation palette and timeline properties
- Prepare a Digital Portfolio of completed major works

Basic Understanding of Application & [Digital Camera](#) skills (How to Think and Work Digitally)

- Identify elements of the application user interface / demonstrate knowledge of their functions.
- Understand key terminology of digital cameras and images.
- Demonstrate knowledge of layers and masks.
- Demonstrate knowledge of importing, exporting, organizing, and saving.
- Demonstrate knowledge of producing and reusing images.
- Demonstrate an understanding and options required to implement a color management workflow.

Basic [Understanding](#) about Manipulating images (Original, Creative and Resourceful)

- Demonstrate knowledge of working with selections and measurement.
- Use Photoshop guides and rulers.
- Transform images
- Adjust the tonal range and correct the color of an image.
- Demonstrate knowledge of retouching and blending images.
- Demonstrate knowledge of drawing and painting.
- Demonstrate knowledge of type.
- Demonstrate knowledge of filters.

Projects:

- Kaleidoscopes (layer modes and animation palette) Jan 06-30
- Color Illustration/Variations on a Theme **Color:** Advanced Principles, interest and mood, relationships, using color schemes, Vocabulary Feb 02-13
- Web Graphic/Limited Pallet Feb 16-20

Line and Perspective: Two and Three Dimension

Projects:

- Perspective Illustration (Arial and Linear) Feb 23- Mar 13
- Design Cube (3-D on a flat surface) Mar16- Mar 31

Sound: Principles of Rhythm and movement and how to import sound from a variety of sources.

Projects: Prep for Animation

- Rhythm and Sound Composition add to animation April
- Sound Copyright/Edit/Import

Animation: Frame and Time Line Animation / History. Photoshop Frame & Timeline Animation

Projects:

- Word Animation (scripting/storyboard/produce/render) April 01-30
- Figure Animation (original creation from unit on Figure & Cartoon) May 01-21

Final Presentation Project – Student Portfolio

May 25-June3