



Introduction to Digital Art

Grand Haven High School



Course Number: L41

Grade Level: 9th through 12th

Credits : 1/2 Credit

Prerequisite Courses : None

Course Description

Introduction to Digital Art is the first class in a series of more specialized art classes offered at Grand Haven High School. It is a prerequisite for all digital courses in the Art Department. This class is designed to give beginning art students an opportunity to explore different materials and techniques as well as to gain in their design skills.

Course Objectives

- To explore various art materials.
- To master basic skills and techniques in design, digital drawing and painting.
- To create aesthetically pleasing art products.
- To evaluate art products.
- To become familiar with art history.
- To increase perceptual awareness.
- To employ the Elements of Art and the Principles of Design.

Student Expectations

CLASS TIME: Students are responsible for using class time for on-task assigned activities only and for the proper use and cleaning up of their work areas, tools and equipment.

2. ASSIGNMENT COMPLETION: Students are responsible for the completion of all assignments prior to assessment.

3. ASSESSMENTS (TESTS, QUIZZES, FINAL EXAM): This is a project based class and all assessments will be in the form of a project. All pieces of portfolio work will require a self-evaluation and must be turned in on time (points will be deducted if the project is turned in without an accompanying digital grade sheet). Incomplete, unsigned work will not be accepted. Late work will receive a lower grade unless prior arrangements are made with the instructor.

Building Behavioral Expectations

TEAM GH ... One Team, One Family, One Grand Haven. Be Kind. Always.

It is our expectation that ALL GHHS students, staff and parents will ... always give their best **EFFORT** in everything that they do, work hard to be **INCLUSIVE** of each other, show **RESPONSIBILITY** in class, the hallways, cafeteria and at events, and **WORK TOGETHER** at all times!

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Every student is expected to participate daily in class. This includes studio work, critiques and class discussion/note taking. Students are expected to follow the rules of the studio, including etiquette and clean up. Participation, on-task use of class time and project progression will be assessed with studio grades as a part of each project. Students are responsible for the proper use/care of assigned supplies/equipment.

Communication

Email is the most efficient method for us to communicate. E-mail addresses and any other personal information will remain confidential (please submit the Parent Survey in Google Classroom to indicate that you have read the syllabus and to provide me with your contact information).

Contact information for the instructor for this course is:

moorem@ghaps.org
Mitch Moore (616-850-6111)

Grading Policy

CLASS REQUIREMENTS:

CLASS REQUIREMENTS: CLASS WORK: (40%) Class work will include various in-class assignments, tests/quizzes, writing assignments, self-evaluations, sketchbook and design exercises, preliminary drawings, daily progress, use class time wisely, clean up and class etiquette.

PORTFOLIO: (60%) A digital portfolio is the collection of art products created during class. These will be evaluated based on creativity, technique, craftsmanship, and level of mastery.

1. Art Elements: Integration of several art elements. Some assignments focus on a particular or particular set of elements.
2. Principles of Design: Intentional arrangement of the Elements of Art. Some assignments focus on a set of principles.
3. Process: Structure of the assignment was followed and product fits the learning targets.
4. Effort: Consistent work habits and working independently.
5. Craft: Work is clear of mistakes and is saved in the correct format.

FINAL EXAM: A final exam will be given that will include a written test and a portfolio section.

SEMESTER GRADE: The semester grade will be an average of the term grade (80%), and the final exam (20%).

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Scope and Sequence

1. I. Introductory Line drawings:
 - a. Graffiti Name
 - b. Upside Down Drawing
 - c. Negative Space
2. II. Sketchbook
 - a. color theory
 - b. sketchbook cover-nonobjective digital painting
3. III. Non-Objective Design
 - a. Value Scale
 - b. Elements of Art/Principles of Design/Composition
4. IV. Texture Animal
 - a. Contour line exercises (hand/boot)
 - b. linear value scale
 - c. texture blocks
 - d. optical illusion (cross contour)
 - e. grid based drawing and linear values
5. V. Perspective Drawing
 - a. Perspective exercises
 - b. One Point Drawing
 - c. Two Point Drawing
6. VI. Modeled Value Still Life
 - a. Ribbon (monochromatic)
 - b. Basic Shapes
7. VII. Animal Abstraction and Movement
 - a. Abstracting a form
 - b. Composition
 - c. Additive and subtractive
 - d. Charley Harper history
8. VIII. Art History/Art Appreciation-as part of each unit

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