

Perris Union High School District Course of Study

A. COURSE INFORMATION		
Course Title: <div style="border: 1px solid black; padding: 2px; margin-bottom: 5px;">CTE Creative Digital Media</div> <input type="checkbox"/> New <input type="checkbox"/> Revised	Subject Area: <input type="checkbox"/> Social Science <input type="checkbox"/> English <input type="checkbox"/> Mathematics <input type="checkbox"/> Laboratory Science <input type="checkbox"/> World Languages <input checked="" type="checkbox"/> Visual or Performing Arts <input type="checkbox"/> College Prep Elective <input type="checkbox"/> Other	Grade Level <input type="checkbox"/> MS <input checked="" type="checkbox"/> HS <input type="checkbox"/> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8 <input checked="" type="checkbox"/> 9 <input checked="" type="checkbox"/> 10 <input checked="" type="checkbox"/> 11 <input checked="" type="checkbox"/> 12
If revised previous course name if changed <div style="border: 1px solid black; height: 20px; width: 100%;"></div>	Is this classified as a Career Technical Education course? <input checked="" type="checkbox"/> Yes <input type="checkbox"/> No	
Transcript Course Code/Number: <div style="border: 1px solid black; padding: 2px; margin-bottom: 5px;">108401/108402</div> (To be assigned by Educational Services)	Credential Required to teach this course: <i>SS-Arts Media + Entertainment</i> <div style="border: 1px solid black; padding: 5px; margin-bottom: 5px;"> <i>Designation Subjects: Career Technical Education, Arts, Media and Entertainment</i> <u>To be completed by Human Resources only.</u> </div> <div style="display: flex; justify-content: space-between; align-items: center;"> <div style="border: 1px solid black; padding: 5px; width: 60%; text-align: center;"> Signature </div> <div style="border: 1px solid black; padding: 5px; width: 30%; text-align: center;"> <i>2/6/18</i> Date </div> </div>	
Required for Graduation: <input type="checkbox"/> Yes <input checked="" type="checkbox"/> No	Meets "Honors" Requirements? <input type="checkbox"/> Yes <input checked="" type="checkbox"/> No	
Meets UC/CSU Requirements? <input checked="" type="checkbox"/> Yes <input type="checkbox"/> No Was this course <i>previously approved by UC</i> for PUHSD? <input checked="" type="checkbox"/> Yes <input type="checkbox"/> No (Will be verified by Ed Services)	Meets "AP" Requirements? <input type="checkbox"/> Yes <input checked="" type="checkbox"/> No	
Submitted by: PUHSD Educational Svcs Site: Date: 02/05/2018	Unit Value/Length of Course: <input type="checkbox"/> 0.5 (half year or semester equivalent) <input checked="" type="checkbox"/> 1.0 (one year equivalent) <input type="checkbox"/> 2.0 (two year equivalent) <input type="checkbox"/> Other:	
Approvals	Name/Signature	Date
Director of Curriculum & Instruction		<i>2/6/18</i>
Asst. Superintendent of Educational Services		<i>2.6.18</i>
Governing Board		

COURSE OUTLINE

Course: 12638 RCOE Creative Digital Media

Articulation:

Academic Credit: Univ of Calif a-g approval for "f"

Job Title(s):

O'NET	JOB TITLES
27-1021.00	Commercial and Industrial Designer
27-1029.99	Designers
27-1024.00	Graphic Designer
27-1014.00	Multi-Media Artist and Animator
27-4032.00	Film and Video Editor

Course Description:

This course begins by looking at art, and studies the process of art creation in various subjects and mediums throughout history. Students will be taught the importance of art as a means of expression and communication and the way art impacts society and culture. Significance of the fine artwork by masters and contemporary innovators and the materials, tools, techniques and methods used to create their art is strongly emphasized. Basic elements of art and principles of design will be taught as a foundation for creating artworks by hand and digitally. Critical thinking skills will be developed in order to examine art and designs for content, artistic skill and aesthetic value. Lessons will include class lectures, demonstrations and hands-on art activities. Students will use studio art supplies and the computer as tools to visually articulate, express, and communicate ideas, concepts and personal experiences in creative meaningful ways. Industry standard software will be used to produce a variety of digital art projects that include digital illustration, digital painting, digital manipulation and graphic design. Students will become increasingly aware of art and design in our everyday environment and realize that all manmade surroundings have, to some degree, been designed or created by an artist. Students will understand and recognize current trends in art and design, how they are influenced by culture and impact everything from fashion to music to advertisements, etc. Skills learned will relate to current careers in visual arts. Students will build a portfolio that showcases their best work.

This course is approved by the University of California (and accepted by the California State University System) in meeting the "a-g" subject requirement for Visual and Performing Arts (f). This course has received approval from the University of California for entrance requirements in the F category.

Hours:

Classroom	180	Classroom	180
Community Site (CC)	<u>0</u>	Coop VocEd (CVE)	<u>0</u>
Total:	180	Total:	180

Prerequisites:

Computer and keyboard usage basics. Required

Date of Last Revision: September 19, 2017

Additional Course Information:

- Suggested CDE Course Code: Visual/Commercial Art (Sub-Pathway 111C)
- 7219-Intro. to Media Arts
- 7220-Inter. Media Arts (Concetrator)
- 7221-Adv. Media Arts (Capstone)

Hours		
Class	CC	CVE

Occupational Competencies

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1 ART HISTORY & ART CLASSIFICATIONS (AN INTRODUCTION)

- A Analyzes art in historical contexts.
- B Discusses and writes about historical development of artist materials, tools and techniques (digital vs. printed).
- C Analyzes the change in technology of print-based art, digital art, and its industrial applications.
- D Completes an art project for each art period analyzed.
- E Discusses and writes about works done by traditional studio and digital artists.
- F Discusses and writes about classifications of art and examples.
- G Analyzes art influences and cultural influences on final artist work.
- H Actively participates in discussions on art in our everyday works and where we see it in society.
- I Researches style trends and creates art sketches.

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2 ART SUBJECTS (AN INTRODUCTION) FIGURATIVE, PORTRAIT, LANDSCAPE, STILL LIFE, FANTASY, ABSTRACT, CONCEPTUAL, COMMERCIAL

- A Discusses and examines examples of works by traditional master artists and pioneer digital artists.
- B Explores how the same subject is treated differently by different artists. Identifies key similarities and differences and shares findings.

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3 ART MATERIALS, TOOLS, METHODS, AND TECHNIQUES (AN INTRODUCTION)

- A Views demonstrations using a variety of materials, tools, and techniques including digital imaging software.
- B View various artists at works on video.
- C Participates in hands-on art activities experimenting with various materials, tools, techniques and methods covered in class including introduction to digital imaging software.
- E Prepares a research paper and presentation on contemporary digital artists or designers.

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4 TRADITIONAL ART VERSUS DIGITAL ART

- A Views demonstration and compares and contrasts differences in contemporary versus digital art.
- B Participates in hands-on art activities to create a simple drawing by hand, then recreates using software. Notes advantages and disadvantages as well as similarities and differences of both methods.
- C Discusses and debates relative art topics such as art displays in fine museums, digital painting expressed as canvas, sculpture modeled in 3-D software and its relativity to real life.

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5 THE FOUNDATIONS AND PRINCIPLES OF ART

- A Discusses the foundations and principles of art in general.
- B Identifies principles of design used in art examples and discusses how they impact artwork.
- C Uses studio art materials and tools as well as Photoshop and/or Illustrator art tools including: pattern/repetition and positive/negative space.

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6 PURPOSE OF ART IN SOCIETY

- A Views demonstrations using digital imaging software.
- B Analyzes art as a form of cultural communication and preservation.

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7 ART AND CULTURE

- A Compares notes and examples on art influences and cultural influences.
- B Actively participates in class discussion on art in our everyday works and where we see it.
- C Researches layout of style trends.
- D Completes a T-shirt illustration art project.

Hours		
Class	CC	CVE

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8 ART AS VISUAL METHOD OF COMMUNICATION

- A Views demonstrations using digital imaging software that relates to self-portrait project (for example layers, blending modes, filters, special effects).
- B Creates logbook entries and sketches that promote self-reflection.
- C Explains how materials used in art examples shown contribute to their expressiveness.
- D Lists symbolism commonly associated with specific colors.
- E Explains the difference between a symbol, an icon and a glyph and gives examples of each.
- F Creates a symbolic self-portrait art piece.

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9 ESTHETICS AND THEORIES OF BEAUTY

- A Discusses the purposes of beauty and art.

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10 ART MOVEMENTS (A BRIEF INTRODUCTION): IMPRESSIONISM, SURREALISM, SYMBOLISM, EXPRESSIONISM

- A Describes what an "art movement" is and describes key movements in simple terms along with related visual examples.
- B Explains techniques related to a select art movement using digital imaging software.
- C Views digital imaging tutorial relating to a select art movement.
- D Gives an example of how art work from one genre influenced the creation of another art piece.
- E Identifies a style/art movement category based on an art work show. Demonstrates knowledge of specific techniques in Photoshop.
- F Creates an interpretation project.

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11 ART CRITICISM

- A Completes a writing assignment critique of artist work found on virtual galleria.
- B Participates in a media research group presentation with peers.

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12 THE CREATIVE PROCESS

- A Submits evidence of creative process for art project (written concepts, sketches).

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13 DIGITAL IMAGING ARTS SKILLS APPLIED TO A CAREER

- A Applies elements of art and principles of design to graphic designs.
- B Views demonstrations and uses tutorials of vector based art software.

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14 TYPOGRAPHY

- A Views demonstrations using vector based art software and utilizes tutorials using vector and pixel-based software.
- B Chooses an appropriate type for image.

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15 CONSIDERATIONS WHEN DESIGNING GRAPHICS AND ANALYSIS OF THE FOLLOWING BASED ON CASE STUDIES OF SPECIFIC LOGOS.

- A Views demonstrations using vector based art software and utilizes tutorials using vector and pixel-based software.
- B Completes a case study of a successful, well recognized logo.
- C Defines terms relating to lessons on typography and lists the seven key rules for successful graphic design tips.

Hours		
Class	CC	CVE

12638 RCOE Creative Digital Media

4 of 4

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16 PRINT PRODUCTION PROCESS

- A Explores the vast array of print production methods and work hands-on with the instructor to complete various printed projects.
- B Identifies production methods of multi-color, multi-panel products for screen, offset, digital printing, and flexography.
- C Completes estimating, ordering, inventory, quality control, job scheduling and management of print productions.
- D Works collaboratively to produce a capstone printing project, utilizing skills developed in courses.

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17 ROLE OF THE DESIGNER

- A View demonstrations and tutorials using vector based and pixel-based art software continued.
- B Completes a company identity logo/business card design project.

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18 CAREERS

- A Compiles and analyzes notes from guest speakers/industry professionals.
- B Views demonstrations using vector based art software.
- C Takes tutorials using vector based software.
- D Completes product design class project.
- E Is an active participant in group presentation of careers in visual arts.
- F Completes a student portfolio.

Job Attitudes

- 99 A Work Ready Certificate