

# Digital Art & Design

## Course Syllabus

Liberty High School

Mr. J. Napier

### **Class Description**

Digital Art & Design (a.k.a. Digital Photography) ***is an art class*** that will incorporate beginning art principles, photography, multiple computer software programs and hands on drawing and painting. **The use of the computer in this class is nothing more than alternative form of paper, paint, brushes and pens.** We will spend much of our time creating various works of art, and the time and effort put into this work will directly affect the final outcome. This class is based on structure and personal responsibility towards the completion of the ongoing projects. A majority of the class will be spent in class working on the computer and receiving instruction & demonstration for each task.

### **Class Rules**

- 1. Follow instructions**
  - There will be no food or drinks allowed in class.**
  - There will be no cell phone use allowed in class.**
  - Dress Code will be followed.**
  - Never waste supplies.**
- 2. Never touch anyone else's work or reconfigure any of the computers.**
- 3. Inappropriate use of class time is unacceptable.**

Failure to follow these class rules and those written in your student hand book will result in:

1. Warning
2. Time after class, and Referral Step 1.
3. Referral, Step 2 &/or 3.

***Defiance, Disrespect, and Disobedient behavior can result in immediate Referral.***

### **Class Requirements**

The following will determine your class grade:

1. Assignment grade is based on the **completion** of art projects and the students overall **understanding of the steps** taken in the project, **effort**, and **your creative idea**.
2. Participation in all class activities: (i.e. projects, Photo Shoots and computer work.)
3. Individual learning and approved creative expression beyond assigned work.
4. Exams, group and individual research, and Artist Research Paper.

## Class Objectives

Students will:

1. Compare, demonstrate, and refine the technical and aesthetic considerations in computer graphics.
2. Research, recognize, and develop an understanding of the media's influence – historically, socially, politically, and culturally – on individuals and community groups and organizations.
3. Recognize, create, and apply quality imaging, effects, and lighting.
4. Generate and express ideas through written and oral presentations and discussions.
5. Understand the effects of plagiarism and copyright laws; incorporate ethics, personal integrity, and professionalism into various media projects.

### Assignments:

Each computer project will require you to keep track of the steps you took to get to the final product. I have provided an example of the note sheet available to you while you are working. A brief critique regarding your work will be part of your final grade for each project.

Basic concepts in art: This section will be basic information regarding art creations without the aid of a computer.

Beginning computer work: The use of everyday office programs to create works of art 2-d to 3-d. This is centered on graphic design products and advertisement.

## Adobe Photoshop and Illustrator:

### Unit 1:

#### Using the tools

1. Color Wheel
2. Principles of Design (Repetition)
3. Modern Art Reproduction
4. Still Life
5. Retouch
6. Restoration
7. Frames and Framing

### Unit 2:

#### Integration of pictures and images

8. Master Artist trading card
9. Color Enhancement
10. Warhol multiples
11. Current Events
12. Concept design, Movie, Cd, Package design (possible group project)
13. Public service poster, group project

### Unit 3:

14. Scanned image or slide, transformed into fine art
15. Anamorphous
16. Me and Me
17. Contour Drawing overlay
18. Capturing motion
19. Studio Lighting
20. Group Portrait

### Unit 4:

Individual Projects and Open Projects  
Adobe InDesign

NOTE: The above schedule is subject to change at the discretion of the instructor and the availability of materials.

**Grading Scale**

100 or more = A+  
89.5 – 99.9 = A  
79.5 -89.4 = B  
69.5 – 79.4 = C  
59.5 – 69.4 = D  
59.4- = F

*Extra credit will only be added to your grade after class projects are completed.*

**Semester Grades and Progress Reports**

Participation	20%
Assignments	60%
Artist Research Assign.	10%
Semester Finals	10%

**A note to parent or guardian:**

You or the student can also contact me at [jnapier@gvusd.k12.ca.us](mailto:jnapier@gvusd.k12.ca.us)

Because all supplies used by your child are essentially yours to keep after grading (and supplies are in constant demand) a Lab Fee of \$10.00 would be greatly appreciated. This can be turned into Mrs. Susie Dunn in the front office at your earliest convenience.

Please be sure that you and your child have no questions with the Class Rules or Class Requirement sections of the Art 1 syllabus stated on page one. The Arts Safety Disclaimer will also need to be signed for your student to participate. Please sign and return with your student the second week of school. Thank you, Mr. J. Napier, LHS Art Dept.

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Parent Signature

\_\_\_\_\_  
Student Name

\_\_\_\_\_  
Student Signature