

Montclair High School

Course Syllabus

Department: SVPA

Course: Digital Design and Imaging

Level: Academic (Honors by contract)

Credits: 2.5 Visual/Performing Arts

Course Description:

In Digital Design and Imaging, students will build on their knowledge of art, design, and computer skills using illustrative and photo manipulation software. Students will also become familiar developing ideas in CAD, importing and exporting file formats and building computer aided designs for 3D printing. This course is designed for students with previous experience in art and a basic knowledge of computers.

Standards:

- **Standard 1.1: The Creative Process** – All students will demonstrate an understanding of the elements and principles that govern the creation of works of art in dance, music, theatre, and visual art.
- **Standard 1.2: History of the Arts and Culture** – All students will understand the role, development, and influence of the arts throughout history and across cultures
- **Standard 1.3: Performing** – All students will synthesize skills, media, methods, and technologies that are appropriate to creating, performing, and/or presenting works of art in dance, music, theatre, and visual art.
- **Standard 1.4: Aesthetic Responses & Critique Methodologies** – All students will demonstrate and apply an understanding of arts philosophies, judgment, and analysis to works of art in dance, music, theatre, and visual art.

Anchor Text(s): N/A

Supplementary Materials:

- Software tutorials
- Internet Resources
- Computers
- Professional magazines and publications
- MakerBot Replicator +3D Printers

Units of Study:

- Computer Technology
- Microsoft PowerPoint
- Adobe Photoshop
- Adobe Illustrator
- CAD Software
- 3D Printing
- Career Paths in the Arts

Proficiencies:

By the end of this course, students will:

- Complete a minimum of 2 projects involving each software program: Photoshop, Illustrator, CAD
- Demonstrate an understanding of computer hardware and software.
- Demonstrate knowledge of the Elements of Art, Principles of Design, and Advertising Concepts related to logo design and typography.
- Demonstrate knowledge 3D Printing.
- Demonstrate proper use of materials and equipment.

Evaluation & Assessment:

Student learning incorporates a variety of methods, strategies, and skills. To accurately evaluate student achievement, various methods of alternative assessment will be employed in the evaluation and assessment of students, including:

- **Tests/Quizzes (20%)** - an assessment of cumulative knowledge and understanding of a unit of study/evaluation of short-term knowledge and understanding of homework assignments and class lessons.
- **Homework (10%)** - enables students to exercise and reinforce their knowledge and understanding of skills taught in class, as well as preparation and/or research for projects to be executed in class.
- **Class Work (30%)** - an integral aspect of the learning process, allowing students to demonstrate their ongoing understanding of content and concepts taught. Class work includes demonstration of a cooperative attitude and contribution to the learning process of the class, proper utilization of class time, attendance and punctuality, proper use of materials/supplies, studio set-up and clean-up, and participation in discussions/critiques.
- **Projects (40%)** - projects are assigned as both instructional tools and instruments for assessment. Projects are assessed on an individual basis and evaluated based on the following criteria: following instructions, skill and development, creativity and originality, craftsmanship, and completion of the project.