**Curriculum**

**Computer Graphic Arts**

**Course Overview**

Computer Graphic Design is a comprehensive design course, which integrates technical skills in the area of digital photo editing and management. The primary tool used throughout this course is Adobe Photoshop CS3 We will also be using, to some extent, Adobe ImageReady and InDesign. We will no longer be using the Classroom in a Book textbook as each lesson will be posted in PDF format on StudyWiz.

**Department Standards**

* Students will demonstrate creative thinking, construct knowledge, and develop innovative products and processes using technology.
* Students will use digital media and environments to communicate and work collaboratively, including at a distance, to support individual learning and contribute to the learning of others.
* Students will apply digital tools to gather, evaluate, and use information.
* Students will use critical thinking skills to plan and conduct research, manage projects, solve problems and make informed decisions using appropriate digital tools and resources.
* Students will understand human, cultural, and societal issues related to technology and practice legal and ethical behavior.
* Students will demonstrate a sound understanding of technology concepts, systems, and operations.

**Benchmarks**:

* Understand fundamentals of photography and digital graphics design as well as the manipulation of such.
* Prepare students with the ability to use techniques learned in Computer Graphics Design into their other courses.
* Develop visual language that communicates the essence of their design.
* Ability to work alone efficiently as well as in groups in order to develop and administer design projects.
* Demonstrate principles of organization and manipulation of various design elements.
* Demonstrate working ability in Photoshop CS3 with the ability to resolve design and communication problems with the software.
* Understand the fundamental use of color palettes, layers, filters and other features within Photoshop CS3

**Performance Indicators**

* The effectiveness of a students ability to adjust, repair or modify any digital image with flawless evidence of its changes
* The effectiveness of a students ability to quickly select the proper tool in Photoshop for any given task
* The ability of the student to create an artistic work of “digital” art using the various techniques learned throughout the course.
* The ability for a student to identify each of the “Top 30” tools in Photoshop with a clear understanding of what it would be used for.

**Assessments**

* Field projects include creating a panoramic image from multiple images, Superimposing layers to create/alter/modify existing images.
* Student assessments include Test/Quizzes for identifying basic and advanced knowledge of material being taught.
* Student ability to create quality animation effects, Image restoration, advanced image filtering and distortion.
* Student ability to work in groups while focusing on the same objectives and goal of the project as a team.

**Core Topics**

* Adobe PhotoShop CS3. Basic understanding of the most important tools utilized in this application and for this course
* PhotoShop Tools, Image Manipulation, Layers
* Text and layer manipulation, understanding filters and palettes. Field projects will be incorporated using skills during the entire year
* Advanced photo manipulation, color-blending using layers as well as projects using various levels of superimposing.
* Creating rollover web links, web animations, and optimizing web images.

**Specific Content**

**First Quarter:**

* GETTING TO KNOW THE WORK AREA in Adobe Photoshop
* BASIC PHOTO CORRECTIONS
* WORKING WITH SELECTIONS
* LAYER BASICS

**Second Quarter:**

* CORRECTING AND ENHANCING DIGITAL PHOTOGRAPHS
* MASKS AND CHANNELS
* TYPOGRAPHIC DESIGN
* VECTOR DRAWING TECHNIQUES

**Third Quarter:**

* ADVANCED LAYERING
* ADVANCED COMPOSITING
* PAINTING WITH THE MIXER BRUSH
* IMAGE MORPHING

**Fourth Quarter:**

* PREPARING FILES FOR THE WEB
* PRODUCING AND PRINTING CONSISTENT COLOR

WORKING WITH 3D IMAGES

**Resources**

* Computer Lab with 21 state-of-the-art computers
* LCD Projector
* Smartboard
* Adobe PhotoShop CS3
* Adobe Photoshop CS3 –Classroom in a Book- Series and Lesson Tutorials

Various online resources and projects