Digital Arts
Course Overview and Syllabus

Course Number: EL5719/20  Grade level: 6-10
Prerequisite Courses: None  Credits: 0.5

Course Description

The first half of the Digital Arts course focuses on building a solid foundation of the basic elements of visual art: line, shape, form, color, value, space, and texture. This course teaches core skills using Inkscape, a free open-source alternative to Adobe® Illustrator®. Topics include learning processes for evaluating artworks, and identifying selected artists’ works, styles, and historical periods. Students learn 3D space in a 2D environment; filters, gradients and highlights; and methods of working with color. Students express themselves creatively in original digital drawings and artwork. The second half of the course focuses on the more advanced principles and elements of art and design. By the end of this course, students will have created a unique portfolio of digital artwork, including repeating images to be used as a computer’s desktop background, a logo with text, two images scaled proportionally to one another, and a poster image and layout. Projects include creating movement with objects; images emphasized through the use of color, shape, and size; and the principles of art including: repetition and pattern, contrast, movement and rhythm, proportion and balance, and harmony and unity. Students advance their skills using Inkscape tools and learn new tools such as the Spiral, Bezier, and Paint Bucket Tools.

Course Objectives

Throughout the course, you will meet the following goals:

- Explore a variety of electronic media and techniques
- Design and create a complex still life artwork using the seven elements of art
- Create visual arts using the creative process with teacher as mentor, moving toward independence
- Create, analyze, and evaluate visual art elements of line, shape, form, color, value, texture, and space
- Study selected artists’ works, styles, and/or historical periods
- Create visual artworks that communicate for a specific purpose
- Analyze and evaluate how personal aesthetic choices are influenced by and reflected in visual artworks
- Review and critique finished artworks and works in progress
- Present and produce work and/or performance for others
- Learn about careers in electronic media

**Student Expectations**

This course requires the same level of commitment from you as a traditional classroom course would. Throughout the course, you are expected to spend approximately 5–7 hours per week online on the following activities:

- Interactive lessons that include a mixture of instructional segments and tasks
- Assignments in which you apply and extend learning in each lesson
- Assessments including quizzes, tests, and cumulative exams

**Communication**

Your teacher will communicate with you regularly through discussions, email, chat, and system announcements. You will also communicate with classmates, either via online tools or face to face, as you collaborate on projects, ask and answer questions in your peer group, and develop your speaking and listening skills.

**Grading Policy**

You will be graded on the work you do online and the work you submit electronically to your teacher. The weighting for each category of graded activity is listed below.

<table>
<thead>
<tr>
<th>Grading Category</th>
<th>Weight</th>
</tr>
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<tbody>
<tr>
<td>Assignments</td>
<td>0%</td>
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<tr>
<td>Essays</td>
<td>0%</td>
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<tr>
<td>Labs</td>
<td>0%</td>
</tr>
<tr>
<td>Lesson Quizzes</td>
<td>20%</td>
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<tr>
<td>Unit Tests</td>
<td>10%</td>
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<tr>
<td>Cumulative Exams</td>
<td>0%</td>
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<tr>
<td>Projects</td>
<td>70%</td>
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**Scope and Sequence**

When you log into Edgenuity, you can view the entire course map—an interactive scope and sequence of all topics you will study. The units of study are summarized below:
**Project 1:** Introduction to Digital Art: Learn different kinds of art and ways of thinking about art. Learn basic Inkscape commands, such as undo, zoom, and how to draw lines.

**Project 2:** Lines: Learn how lines are used in art. Draw lines using different Inkscape tools, and then style the lines in different ways. Draw the first lines of the still life project.

**Project 3:** Shape and Form: Learn how shape and form are used in art and different shape tools, and draw shapes. Add ellipses to the still life to give it form.

**Project 4:** Color: Learn how color is used in art and different ways of thinking about and working with color. Use Inkscape’s tools for managing color, draw differently colored lines, and add color to the still life project.

**Project 5:** Value: Learn how to use value and how to change the value of colors in Inkscape. Use gradients and highlights to add value to the still life project.

**Project 6:** Space: Learn how space is used in art and how artists use visual cues to suggest 3D space in a 2D artwork. Draw lines to create linear perspective, and then use the Box Tool to draw a building. Add space to the still life project through a tabletop and a book.

**Project 7:** Texture: Learn how texture is used in art and explore Inkscape’s filter effects and use them to add texture to the still life project.

**Project 8:** Review of Digital Arts I: Review the elements of art and Inkscape® tools used in Digital Arts I and preview the principles of design. Learn new Inkscape tools, such as Spiral, Paint Bucket, and Erase Tools.

**Project 9:** Repetition and Pattern: Learn how repetition and pattern are used in art and how to clone an image. Draw a repeating pattern to be used as a computer’s desktop background.

**Project 10:** Contrast: Learn how contrast is used in art. Use the Bezier tool to trace an image and use the image to make a logo with text.

**Project 11:** Variety: Learn how variety is used in art. Use Inkscape’s Trace Bitmap command to automatically trace an image and use copies of the image to add variety to an artwork.

**Project 12:** Movement and Rhythm: Learn how movement and rhythm are used in art. Draw an ant (or some other object) in a top-down view and arrange copies of the ant along motion guide lines to create movement.

**Project 13:** Proportion: Learn how proportion is used in art. Trace two images and resize them to
scale the images proportionally to one another.

**Project 14:** Balance: Learn how balance is used in art and draw a pattern made up of concentric circles.

**Project 15:** Emphasis and Dominance: Learn how emphasis and dominance are used in art. Modify images to add emphasis using color, shape, and size.

**Project 16:** Unity and Harmony: Learn how unity and harmony are used in art and design a poster image and layout.