

Course Description:

3D Graphics and Video (1 of 1) introduces concepts and methods used in the creation of digital art. The course explores design principles, types, and common applications of digital artwork, and techniques for brainstorming and developing an artistic idea. It also covers artistic mediums such as 3D computer graphics, animation, digital video, and digital audio. The course also explores the relevant tools, techniques, and skills of each medium. Supporting topics include expression, purpose, meaning, ethics, testing, critique, improvement, presentation, and distribution in the creation and use of digital media. The course also examines how life relates to art, and how individuals and groups interpret artwork. Course projects include the creation of a digital animation and a piece of digital audio.

Course Objectives:

- Identify how media art relates to different aspects of your life.
- Use elements and principles of art to communicate meaning and message in media art.
- Apply media literacy to media artwork.
- Identify different environments where media arts and media arts tools are used.
- Compare how artist intention and audience experience are related.
- Compare group interpretations and personal interpretations of media arts.
- Describe how media arts such as 3D computer graphics, animations, video, and audio can be created in different ways to achieve different audience experiences.
- Apply the different skill sets needed to create digital media such as 3D computer graphics, animations, video, and audio.
- Discuss how media arts such as 3D computer graphics, animations, video, and audio can be used to tell stories, communicate messages, and form cultural experiences.
- Choose a presentation form to present and distribute media artwork.
- Create artistic ideas and goals.
- Plan, create, and present a media arts piece that includes an artistic goal and intended audience experience.
- Evaluate, analyze, and refine your media artwork.

Required Materials:

Required:

- binder clips or stapler
- computer and document software
- digital art app
- digital audio app
- drawing app
- light
- pencil
- marker
- paper
- printables (see Course Syllabus for link)
- printer and printer paper (for printables)

Optional:

- 3D modeling software

- editing software
- video recording device or cellphone

Course Overview:

Unit 1: Explore Digital Art and Design

Unit 2: Explore 3D Computer Graphics

Unit 3: Explore Animation

Unit 4: Explore Digital Video Creation

Unit 5: Explore Digital Audio

Unit 6: Apply Digital Media in the Arts