

Course Description:

2D Media Artwork 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 digital photography, 2D computer graphics, web design, and digital illustration. The course also explores the relevant tools, techniques, and skills of each medium. Supporting topics include meaning, audience, impact, and ethics in the creation and use of digital media. Course projects include the creation of a digital photograph and a web page.

Course Objectives:

- Apply various artistic, design, technical, and soft skills to producing media artworks.
- Compare various presentation formats for different types of media artworks and choose one to present an artwork.
- Create media artworks using different resources such as personal experiences, interests, research, and cultural understanding.
- Describe how media artworks form meanings and cultural experiences.
- Describe how to use social media and other tools appropriately when interacting with media arts.
- Describe how various forms, methods, and styles used in media artworks manage audience experience.
- Describe the difference between reactions and interpretations to media artworks.
- Develop ideas for creating media artworks using different methods and materials.
- Discuss artistic goals and describe the importance of presentation in media arts productions.
- Explain how a media artworks presentation can be improved.
- Explain how media artworks can relate to everyday and cultural life.
- Explain how messages are created by components in media artworks.
- Identify effective ways to refine media artworks.
- Identify principles of media arts and explain how the components of artworks convey purpose and meaning.
- Identify the effectiveness of media artworks based on criteria.
- Identify tools and techniques used to construct different types of media artworks.
- Identify various art forms, media forms, and academic concepts to describe how they can be integrated into media artworks.
- Practice design thinking to identify problems that may occur within media arts productions and develop strategies to address these problems.

Required Materials:

Required:

- digital camera or cell phone
- markers
- paper
- pencil
- printables (see Course Syllabus for link)
- printer and printer paper (for printables)

Optional:

- photo editing app
- various filter items, such as tinsel, bubbles, yarn, clear tape, and clear plastic

- web builder

Course Overview:

This course is made up of six units. Each unit has three lessons. Lessons are made of up activities that include the following types of learning:

- **Warm-Ups** allow for practice of skills or concepts taught in previous lessons. These are graded activities.
- **Instruction** activities provide modeling of new skills and concepts. These are not graded activities.
- **Practice** activities allow for practice of a skill without support. These are graded activities.
- **Checkpoints** test mastery of skills from lessons. These are graded activities.
- **Projects** provide an opportunity for practice of more complex skills across several activities or lessons within a unit. These activities require a final graded submission.