



9-12th Grade

Visual Arts GSE

Digital Design: Levels I-II



50.07250 Course Description

Digital Design I - This course teaches illustration as it applies to sequential art and animation. Topics will include the narrative arc, rules of animation, character design, and anatomy for motion. Students will use a variety of hardware and software tools to create graphic design, digital media, and animation projects.

50.07270 Course Description

Digital Design II - Enhances level-one skills. Students use a variety of hardware and software tools to create digital media projects. Students will create portfolios that showcase a variety of digital media skills. Projects can include elements of illustration, electronic publishing, application design, two-dimensional animation, video production, special effects, three-dimensional animation, music production, photography, graphic design, interface design, and web design.

Creating

VAHSDD.CR.1 Visualize and generate ideas for works of art.

- a. Find and solve problems through open-ended inquiry, the consideration of multiple options, weighing consequences, and assessing results.
- b. Explore themes, interests, materials, and methods within a variety of digital image/animation manipulating programs and/or applications.

VAHSDD.CR.2 Choose from a range of materials and methods of traditional and contemporary artistic practices to plan and create works of art.

- a. Document research, exploration, and problem solving to connect and express visual ideas.
- b. Individually and collaboratively generate multiple solutions to a single artistic problem and assess merits of each.
- c. Research digital art and design materials and apply processes to recognize limitations and set goals regarding design, studio capabilities, and time.

VAHSDD.CR.3 Engage in an array of processes, media, techniques, and technology through experimentation, practice, and persistence.

- a. Demonstrate understanding of the importance and strategic use of different programs and applications, based on their capabilities, in the creation of digital works of art and design.
- b. Produce digital works of art and design that exhibit an understanding and conscious selection of techniques in programs and applications to communicate intended messages or narratives.



VAHSDD.CR.4 Incorporate formal and informal components to create works of art.

- a. Utilize the formal components of design, graphic design, and/or animation (e.g. contrast, repetition, timing to produce digital content) in creating digital works of art and design.
- b. Engage in making digital works of art and design considering informal components (e.g. use of text, anatomy for motion in animation, the development of characters, the narrative arc).

VAHSDD.CR.5 Reflect on, revise, and refine works of art considering relevant traditional and contemporary practices as well as artistic ideation.

- a. Create digital works of art and design based on research of historic and contemporary forms and artists, personal aesthetics, and consideration of functional requirements.
- b. Consider multiple compositional options and make appropriate changes to digital works of art and design for desired outcomes.
- c. Reflect, modify, and adapt digital works of art and design as a response to design challenges and critiques.

VAHSDD.CR.6 Keep an ongoing visual and verbal record to explore and develop works of digital art and design.

- a. Make visual/verbal connections through recording artistic research, planning, and reflection.
- b. Evaluate choice of media, techniques, and processes as a means to edit, revise, and modify digital works of art and design.
- c. Maintain notes and class information.

Presenting

VAHSDD.PR.1 Plan, prepare, and present works of art for exhibition in school, virtual environment, and/or portfolio presentation.

- a. Showcase digital works of art and design with a written statement that communicates purpose and/or intent.

Responding

VAHSDD.RE.1 Reflect on the context of personal works of art in relation to community, culture, and the world.

- a. Combine digital images and animation with source material from traditional art media and cultural influences.
- b. Produce a variety of digital images, films, apps, and web pages based on students imported works of art and images, as well as computer generated graphics and/or animations.



VAHSDD.RE.2 Critique personal works of art and the artwork of others, individually and collaboratively, using a variety of approaches.

- a. Self-assess digital works of art and design considering standards of craftsmanship, skill mastery, intent, and meaning as part of the creative process.
- b. Review portfolios collaboratively and individually to identify growth regarding mastery of craftsmanship, content, and composition.

VAHSDD.RE.3 Engage in the process of art criticism to make meaning and increase visual literacy.

- a. Formulate written and/or oral response to works of art through various approaches.

Connecting

VAHSDD.CN.1 Develop personal artistic voice through connecting uses of art within a variety of cultural, historical, and contemporary contexts.

- a. Discuss the intent of digital works of art and design in context to historical events.
- b. Examine universal themes that appear in digital works of art and design throughout various times and cultures.
- c. Analyze the way in which personal experiences affect understanding and appreciation of digital works of art and design.
- d. Investigate the role of digital works of art and design as a visual record keeper.
- e. Identify artistic voice in a range of contemporary and traditional artists, designers, animators, and filmmakers.
- f. Apply information from other disciplines to enhance the understanding and production of digital works of art and design.

VAHSDD.CN.2 Develop life skills through the study and production of art (e.g. collaboration, creativity, critical thinking, communication).

- a. Collaborate in large and small groups with peers and community to examine, discuss and plan projects.
- b. Use creativity and imagination in planning and development of products.
- c. Use critical thinking and problem solving strategies to conceive of and develop ideas.
- d. Communicate meaning and ideas through a variety of means including visual representations, technology, and performance.

VAHSDD.CN.3 Utilize a variety of resources to see how artistic learning extends beyond the walls of the classroom.

- a. Access, analyze, and reference resources to research digital art and design content, strategies, and processes in the world (e.g. museums, internet, visiting artists/designers, galleries, community arts organizations, visual culture).
- b. Identify various digital art and design related careers and post-secondary options.
- c. Examine trends and digital citizenship concerns in digital content from the world.
- d. Draw inspiration for digital content from examples of digital content found in world.
- e. Interpret and make meaning from digital art and design.