**Unit Design**

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| **Unit Title: The Elements of Design Course: Computer Graphics 1** | | | **Libby McArthur Unit Length: 4 weeks Date Created: July 23, 2012** | | | |
| **Goals/Standards/Benchmarks:**  25.A.4, 25.A.2d , 25.A.5, 25.A.3e, 26 A, 26.A.4e, 26.B.4d | | | | | |
| **Topics/*Unit Vocabulary*** | **Process/Procedure** | **Supplies/Materials/Tools** | | **Product/Evaluation** |
| \*Composition  \*Elements of design: line, shape and form, value and color, space, texture  \*Grid layout  *\*Geometric and organic*  *\*Path vs. Shape*  *\*Bitmap vs. Vector*  *\*Negative and positive space*  *\*Foreground and background*  *\*Actual and implied texture*  *\*Spectrum*  *\*Color schemes*  *\*Gradients*  *\*Hue, value, and intensity*  \*Clipping mask  *\**Design principle - unity | * Designer of the week journal (Monday) and Daily journal (T-F) * PowerPoint – Overview of the Elements * Short exercise to emphasize each element of design * Complete “pen tool” exercise Activity – Create 4 line designs expressing an emotion * Demonstration: How to create a clipping mask * PowerPoint about the color schemes * Discussion and demonstration: Acquiring images - how to scan, import an image, obtain stock images, and place an image * Creative color wheel assignment: scan, import, or place an image, trace or live trace the image, apply the colors in the appropriate place * View examples of designs that incorporate the element of space * Discussion about implied and actual texture * Texture effects demonstration * Discussion about actual texture examples – paper type, embossing, etc. * Create a skyline using knowledge of tools | * Computer/CS5 * Lessons in binder for line tool, pen tool, and creating basic shapes * Handouts: Acquiring images, line emotion assignment, color wheel assignment description, self reflection, and city skyline project directions | | * Completed journals and designer of week * Completed line tool exercise and emotion assignment * Shape lesson completed * Examples of the elements added to resource binder * Creative color wheel assignment completed * Color and shape lesson completed * Examples of actual and implied texture presented to class * City skyline project completed * Self reflection after project |

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| **Learner/Performance Objectives: The student will…** | **Assessments/Evidence** |
| 1. Locate and identify examples of the elements 2. Compare/contrast vector and raster images 3. Identify various color schemes and describe how color can portray emotions 4. Use Illustrator to translate a sketch onto the computer 5. Create various objects with different stroke and fill colors 6. Create a radial and linear gradient 7. Use the pen tool to create geometric and organic lines 8. Demonstrate knowledge of actual and implied texture by finding examples and creating examples of implied texture in Illustrator 9. Construct a skyline in Illustrator that incorporates all of the elements of design 10. Create aesthetically pleasing layouts 11. Create layouts that incorporate the elements of design | * **Selected response (e.g. multiple choice, matching, true/false)** - quiz on elements * **Constructed response (e.g. fill in the blank, short answer, label, graphic)**   **-**worksheet and reflection answers completed   * **Projects (e.g. essay, model, project)**   -Unit lessons, element assignments, creative color wheel finished, and Skyline project finished   * **Process (e.g. conferences, observations, logs)**   -Observations and individual conferences during independent work time |