**Unit Design**

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| **Unit Title: Adobe Illustrator Basics (review) Course: Computer Graphics 2** | **Unit Length: 5 days Date Created: August 2012** |

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| **Goals/Standards/Benchmarks:** 26B.5, 26A.5, 26A.4.A, 25A.3E |

***Unit Overview and Unit Components***

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| **Topics/*Unit Vocabulary* (concepts)** | **Process/Procedure** | **Supplies/Materials/Tools** | **Product/Evaluation** |
| What is Graphic Design  *Vector vs. Raster*  *RBG/CMYK/Grayscale*  *Landscape/portrait orientation*  Adobe Illustrator basics: shape, selections, resizing, text, grouping, locking, gradients, effects, pen tool, live trace | * Daily Design Discussion questions * Review of Illustrator basics * Project that displays current skill level: incorporate name with font that matches personality, 2 images, and 3 effects * View examples of design and practice analyzing and critiquing * Pen tool exercise | * PowerPoint presentation * Handouts: Intro to G.D. survey, history of design reading guide, design process, clip file directions handout * Journal and artist of the week posted * URL for “History of G.D.” and “What is G.D.” * Computer with CS5 * Reference binder example | * Daily Design Discussion answers * Introductory project that showcases skill level * Completed pen tool exercise |

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| **Learner/Performance Objectives: The student will…** | **Assessments/Evidence** |
| 1. Use Illustrator to create shapes, text, paths, and to change colors 2. Choose typefaces that match the meaning or mood of composition 3. Critique graphic design examples using the language of art 4. Learn by imitating an ad design. | * **Process:**  class discussion, oral questioning, observation * **Constructed response:** daily design discussion responses, worksheet * **Selected response:** Illustrator quiz |