

Year 9/10 Digital Art

Semester Course Outline

Digital Art is designed to marry the fundamentals of art in a new digital form. In this course, students will have the opportunity to explore different techniques to enhance their art. Students will work on a series of projects to develop their knowledge and skills for making digital artworks. Students will produce animation backgrounds and characters, explore several photoshop and illustrator techniques, and create mini digital masterpieces. Every project is designed for students to explore their own ideas and increase their artistic confidence. Each task will develop the students' creative thinking processes, whilst also developing a deep understanding of the Principles of Design.

Learning Outcomes

Students will be assessed on the following Learning Outcomes:

- 9/10.954 - Manipulates materials, techniques and processes to develop and refine techniques and processes to represent ideas and subject matter in artworks.
- 9/10.908 - Produces representations that communicate alternative points of view in media artworks for different community and institutional contexts
- 9/10.952 - Analyses connections between visual conventions, practices and viewpoints that represent own and others' ideas
- 9/10.951 - Evaluates artworks and displays from different cultures, times and places
- 9/10.910 - Collaboratively applies design, production and distribution processes.

Assessment Tasks

Students will be assessed on their participation and completion of classwork and assessment tasks.

Task	Week Due*
Research and Create- Types of Digital Art	Term 1, Week 4
Animation Creation (2D Drawing Stop motion)	Term 1, Week 9
Critiques	Term 2, Week 4
Landscape Animation	Term 2, Week 9
Classroom Portfolio	Ongoing

*Due dates are an estimate only

Teachers: Molly Jones

Executive Teachers: Jo Power and Clare Incher