

Graphic Art Design 1, 2, & Computer Art Graphics Syllabus

2013-2014 School Year

Mrs. Kim Bachmann

Office Hours: 7:30AM to 7:50AM everyday, also 3:30 upon request. Office extension is 4180.

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- **All Bachmann students need ear buds or headphones everyday!** Numerous instructional videos will be used.
- All students **need username and password** to PowerSchool so they can check assignment grades. After the first 3 weeks of school, it is the students' responsibility to get that information from the guidance department.



Computer Art Graphics (Animation/Game Design) – No fee. Course covers animation as well as game design and the theory of gameplay. The course includes historical information including early animation devices. Several traditional and computer animations will be assigned. Students will then move on to creating both instructional and entertainment games. Industry standard and free software will be used. **Students will be drawing. Pencils needed each day.**



Graphic Art Design 1 – \$10.00 fee for this class. This is a 2D course. We use Adobe Photoshop CS5 software. The course enables students to see the visual arts in relation to history and culture through the investigation of works of art from different times and different places. Through the study of works of art and the artists who produce them, students will learn to appreciate the role visual arts play in communicating historical and cultural beliefs and ideals. Students will develop and communicate ideas by choosing and evaluating subject matter, symbols and the elements and principles of design. They will develop fluency in visual, oral, and written communication using art vocabulary and concepts. Through art production, students will solve visual arts problems with originality, flexibility and imagination and gain respect for their work and the work of others.



Graphic Art Design 2 – \$10.00 fee for this class. **Students also need a sketchbook.** Any size will work. This is a 3D course. We'll be using Vue 9.5 Infinite. The students' will expand their investigation of traditional art media and electronic art through the manipulation of three-dimensional software while demonstrating effective use of the Elements of Art and The Principles of Design. We'll focus on landscapes, environments, and still life. Students will produce an electronic portfolio.

Assessment Plan:

All courses

Tests/Quizzes – 25%

Projects – 75%

Where parents can view all grades:

- <https://powerschool.glnd.k12.va.us/public/>

Classroom Rules of Conduct:

- Cell phones and other personal electronic devices are not to be in use during class.
- Students should not unplug power cords, mouse, or keyboard.
- Assigned seats at all times.
- Be helpful and considerate of others artistic creations.

Essential Learning Goals for first 2 weeks

All –

- Logging in to PowerSchool. This is the only place students can locate course project/test grades and project comments.
- Locating and submitting assignments to electronic drop box.
- Accessing Bachmann intranet for daily instruction.
- Accessing Shared Library

Computer Art Graphics

- Frames Per Second (FPS)
- Famous early animators
- Early animation devices
- Persistence of Vision
- Tweening

Graphic Art Design 1

- Resolution
- Document set up
- Photoshop CS5 toolbar and other palettes

Graphics Art Design 2

- Geometry of X, Y, and Z
- Materials vs. color/texture
- Rendering setup options
- Locating 3d models from Shared Library