

# OLATHE DISTRICT SCHOOLS – USD 233

## e-Communications

### Syllabus

#### Course Information

<b>Title:</b>	Drawing & Design/Computer Art I
<b>Credit:</b>	1
<b>Grade Level:</b>	10, 11, 12
<b>Course Length:</b>	1 Semester
<b>Prerequisites:</b>	None
<b>Last Revision:</b>	Fall, 2003

#### Instructor Information

<b>Name:</b>	Rory Porter
<b>Room:</b>	1306

#### Course Description:

This course will introduce the students to the fundamentals of drawing. Students will learn to see lines, shapes, curves and angles as the individual parts of the cohesive whole. They will become aware of the concepts of: strokes, textures, and values that are the basic language of pencil/charcoal drawings and the tools used to compose these elements in a fully rendered drawing.

Students will apply the four basic principles of design; contrast, repetition, alignment and proximity to their work. They will learn that type is the most essential basic element in a page layout and other assets are dependent upon its placement, message and impact. As in life, when there is more than one of something, a dynamic relationship is established that is either in accord, conflicting, or contrasting.

Students will be introduced to Photoshop and Illustrator, learning to navigate the interface while using tools to make curves, shapes and objects and commands to apply effects.

**Instructional Applications:** Lecture/Demo, hands-on, formal projects, lessons, videos, weekly sketching and journaling, internet searches, and small group interaction.

**Assessments:** Daily work performance, teacher observation, rubric, classroom discussion and participation, projects, internet research relevant to topic, application adaptation/performance, and hands-on.

#### Course Objectives:

Upon successful completion of this course the student will:

1. Know the basic techniques and principles of drawing and design.
2. Have a good understanding of the interface, editing tools and layers.
3. Be efficient at producing detailed/dimensional designs, still-life images, landscapes, portraits, and figure drawings.
4. Recognize the difference the important link between fine art, graphic art, and animation.
5. Identify the important link between fine art, graphic art, and animation.
6. Communicate graphically with a variety of process techniques, and tools.
7. Apply visual communications techniques/knowledge and skills to express ideas in an imaginative way.
8. Use critical thinking, and problem solving to communicate ideas visually.

## **Course Content:**

*Tentative: May change if needed*

### **I. Drawing**

#### **Handling the Pencil**

- Terms
- Hand Positions
- Values
- Forms/Shapes
- Strokes

#### **Drawing Portraits**

- A. Drawing the Eye and Nose
- B. Drawing a Teenager
- C. Self Portrait

#### **The Fundamentals of Drawing Objects/Shapes**

- A. The Foundation of Perspective
- B. Practice Sketches
- C. Drawing Cubic Objects
- D. Using Initial Sketches to Refine Drawings
- E. Drawing Cylindrical Objects
- F. Drawing a Cylinder
- G. Drawing Spherical Objects
- H. Drawing Conical Objects
- I. Composing Objects with Basic Forms

#### **Still Life**

- A. Project 1. Open
- B. Project 2. Glass Bottles/Pottery/ or China
- C. Project 3. Baskets
- D. Project 4. Open
- E. Project 5. Shells or Something from Nature
- F. Project 6. Lantern/or Lamp
- G. Project 7. Boots
- H. Project 8. Figure Drawing/Student or Visitor

#### **Drawing Landscapes**

- A. Creating Textures with Lines and Strokes
- B. Seeing the Landscape as values
- C. Your First Drawing

- D. Creating a Dark Value Pattern
- E. Smudging the Pencil
- F. Executing a Landscape
- G. Drawing Water...Reflections...flowing
- H. Simplifying a Cluttered Scene
- I. Adding Interest to a Flat Landscape
- J. Interpreting Elements in the Scene
- K. Creating a Focal Point
- L. Developing Dark Values W
- M. Working with Highlights
- N. Balancing Midtones

### **Drawing Animals**

- A. Drawing Small Animals
- B. Drawing Cats
- C. Drawing Dogs
- D. Drawing Horses
- E. Open

## **II. Design**

### **Design Principles**

- A. The Four Basic Principles
- B. Summary of Proximity

### **Design Principles continued**

- C. Summary of Alignment
- D. Summary of Repetition
- E. Summary of Contrast

### **Designing with Type**

- Type
- Categories of Type
- Type Contrasts

## **III. Computer Art I**

- A. Photoshop/Illustrator Interface
- B. Tools/Painting and Editing
- C. Menus and Commands
- D. Image Basics
- E. Layer Basics
- F. Creating Type
- G. Project: T-shirt Design