



Digital Design 3-4 Syllabus

Course Goals

1 Learn Mechanical and Technological Approaches to Art

Students learn photography, photo editing, and music production skills as tools for expressing themselves artistically. Students learn useful software for editing existing works of art as well as producing entirely new works of art.

2 Explore the Intersections of Various Art Forms

Students learn how to manipulate images to tell a story as well as the role music plays in storytelling. By combining digital art and digital music, students develop meaningful skills for creating a comprehensive story through their artwork.

3 Discover Applications for Digital Art

Through customizing Minecraft, students learn ways they can apply their learned digital art skills. By the end of the course, students know how to express their creativity by constructing their own worlds in Minecraft.

Course Topics

1 Camera Operation

Students learn both how to take care of digital cameras and the features of the cameras that are necessary for taking quality photographs.

2 Various Photographic Styles

Students learn how to adjust their method of photography depending upon the subject of their images.

3 Digital Art Software

Students learn which applications they can use to modify their photographs and create new works of art. They explore GIMP, Inkscape, and Paint.net over the duration of the course.

4 Digital Music Production

Students learn how to use FlexiMusic Composer software to produce their own music.

5 Minecraft Customization

Students learn how to customize their own game of Minecraft as an application of their learned digital arts skills.

Course Schedule

Day 1

Icebreaker and Introduction to Course

Students and instructor introduce themselves and the instructor gives an overview of the course.

Introduction to Camera

Students learn how to operate and care for a digital camera.

Scavenger Hunt

Students explore with their cameras, completing a scavenger hunt in the process.

Folder Creation

Students create a folder where they will save their projects for the remainder of the course and begin uploading photographs.

Introduction to Software

Students get an introduction to three programs for editing their photographs and creating new works of art.

Day 2

Discuss Important Elements of a Photograph

Students discuss photographs they brought in to share and the class engages in a discussion about the important elements of an effective photograph.

Portrait Photography

Students learn what comprises portrait photography and discover how to create portrait photographs of their own.

Red-Eye Mini Lesson

Students learn how to remove red-eye from their photographs.

Frankenstein Project

Students work on manipulating photographs to create an entirely new image.

Day 3

Architecture Photography

Students examine what comprises architecture photography and learn how to create their own architecture photographs.

Building Collage Project Introduction and Photo Shoot

Students practice their architecture photography skills.

Building Collage Project Workshop

Students create a building using their architecture photographs.

Day 4

Color in Photographs Activity

Students learn how to adjust colors in photographs to represent different moods.

Color Series Project

Students highlight a certain color to manipulate the mood of their photographs.

Photomosaic Project

Students use layering to create a photomosaic image.

Day 5

Brainstorm Purposes of Photographs

Students discuss purposes for photographs as well as their professional applications.

Photography for Storytelling Project

Students learn how their photographs can be used to tell stories.

Begin Storytelling Photo Shoot

Students begin taking photographs so that they can create their stories.

Storytelling Project Workshop

Students work on completing the stories they planned.

Day 6

Introduction to FlexiMusic Composer

Students learn software to produce their own songs.

Song Production

Students begin creating their own music to complement their previously-developed stories.

Day 7

Introduction to Minecraft Customization

Students learn how to customize their games of Minecraft.

Minecraft Brainstorm and Photo Shoot

Students brainstorm additions to Minecraft and take pictures of items they decide to include.

Day 8

Introduction to Final Project

Students begin working on customizing their own versions of Minecraft.

Final Project Workshop

Students begin customizing their Minecraft games.

Day 9

Final Project Workshop

Students begin customizing their Minecraft games.

Final Project Completion

Students complete customizing Minecraft.

Day 10

Develop Portfolios

Students wrap up final work and compile their art portfolios.

Complete Portfolios

Students finish collecting their work in their portfolios.

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