

Unit	Topic	Lesson	Lesson Objectives
Digital Arts II			
Course Overview			
Introduction			
Describe the goal of the course			
Describe some careers found in this field			
List tips for achieving academic success in the course			
Start the Course			
Identify computer requirements			
Learn how to move through the course			
Switch between windows			
Set Up Your Computer			
Find files and folders on a computer			
Set up a computer to show the List folder view and file name extensions			
Make a course folder			
Set Up a Browser and Install Software			
Set up a web browser			
Download and install a zip utility			
Zip and unzip files and folders			
Download and unzip course resources			
Install software			
Research and Citation			
Identify sources of trustworthy information			
Define plagiarism and citation			
Review of Digital Arts I			
Elements of Art Review Part 1			
Review elements of art: line, shape, and form			
Review Inkscape's line and shape tools			
Draw lines and shapes using Inkscape's line and shape tools			

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		Elements of Art Review Part 2	<ul style="list-style-type: none"> Review elements of art: color, value, space, and texture Review Inkscape's color, value, space, and texture tools Use Inkscape's color tools to add color and value Use the Box Tool to add form and space Use Filters to add texture
		Principles of Design Preview	<ul style="list-style-type: none"> Preview the eight principles of design Define the Spiral, Paint Bucket, Erase, and Tweak Tools Use the Spiral Tool to draw spirals Use the Paint Bucket Tool to fill shapes with color and the Erase Tool to erase drawn objects Use the Tweak Tool to move and change objects in different ways
Repetition and Pattern			
		Repetition and Pattern Overview	<ul style="list-style-type: none"> Define repetition and pattern Identify ways to create repetition and pattern using different art elements Identify ways that artists use repetition and pattern in art Identify types of arts that illustrate repetition and pattern well
		Design a Tiled Background	<ul style="list-style-type: none"> Use Inkscape's grid and drawing tools to design and draw a simple tile pattern Define clones and the Create Tiled Clones command Use clones to make a larger pattern out of the simple tile design Define bitmap image, and use the Export as Bitmap command Add the tile pattern to the computer's desktop background (Optional)
Contrast			
		Contrast Overview	<ul style="list-style-type: none"> Define contrast Identify ways to create contrast using different art elements Identify ways that artists use contrast in art Identify types of arts that illustrate contrast well

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Design a Logo

- Define logo
- Use the Bezier Tool to trace a bitmap image's outline and contour lines
- Fill the traced lines with black and white colors
- Type text to go with the logo, and then style it

Variety

Variety Overview

- Define variety
- Identify ways to create variety using different art elements
- Identify ways that artists use variety in art
- Identify types of arts that illustrate variety well

Create Variety

- Define the Trace Bitmap command and its brightness cutoff, edge detection, color quantization, and invert image options
- Use the Trace Bitmap command to trace a bitmap image using brightness cutoff
- Define the Unlink Clone command
- Unlink the cloned objects
- Add variety to the project using different colors, patterns, strokes, and filters

Movement and Rhythm

Movement and Rhythm Overview

- Define movement and rhythm
- Identify ways to create movement and rhythm using different art elements
- Identify ways that artists use movement and rhythm in art
- Identify types of arts that illustrate movement and rhythm well

Make a Trail of Ants

- Define top-down view, and draw an ant (or some other object) in the top-down view
- Define the Stroke to Path command, and convert the image's stroke to paths to make it easier to edit
- Define the way motion guide lines are used in this project
- Clone the drawn objects, and then arrange them using the motion guide lines to create movement
- Edit individual objects to make the project more visually interesting

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Proportion			
<p>Proportion Overview</p> <ul style="list-style-type: none"> Define proportion Identify ways to create proportion using different art elements Identify ways that artists use proportion in art <p>Work with Proportion</p> <ul style="list-style-type: none"> Import two bitmap images into a single project Trace the bitmap images using the Trace Bitmap command or the Bezier Tool Scale the traced images proportionally to each other 			
Balance			
<p>Balance Overview</p> <ul style="list-style-type: none"> Define balance Identify ways to create balance using different art elements Define rule of thirds Identify ways that artists use balance in art <p>Make Concentric Circles</p> <ul style="list-style-type: none"> Draw a circle with the Ellipse Tool, and then break it up into four arc segments Decorate an arc of the circle with the drawing tools Use the Create Tiled Clones command to clone the arcs to make a circle <p>Create Balance</p> <ul style="list-style-type: none"> Define the Path Union command Decorate a copy of the arc using a drawing tool and the Path Union command Copy and resize circles, and then move them inside of larger circles <ul style="list-style-type: none"> Define the Paste Size command, and use the Paste Size command to resize circles to match other circles Define Guide lines, and then use them to add balance to the project 			
Emphasis and Dominance			
<p>Emphasis and Dominance Overview</p> <ul style="list-style-type: none"> Define emphasis, dominance, and subordination Identify ways to create emphasis and dominance using different art elements Define counterpoint Identify ways that artists use emphasis and dominance in art 			

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			<p>Explore Emphasis and Dominance</p> <p>Trace bitmap images, and then clone them</p> <p>Use the principles of emphasis and dominance with color, shape, and size to change the traced images</p> <p>Export individual layers as separate bitmap images</p>
			<p>Harmony and Unity</p> <p>Harmony and Unity Overview</p> <p>Define harmony and unity</p> <p>Define conceptual and visual unity</p> <p>Identify ways to create harmony and unity using different art elements</p> <p>Identify ways that artists use harmony and unity in art</p> <p>Make a Poster</p> <p>Trace an image, and then add text</p> <p>Use the principles of hamony and unity to design the layout of the poster</p> <p>Define ornamentation</p> <p>Add ornamentation to the poster to add to the unity of the design</p>