

DMEA: Digital Media and Entertainment Art Syllabus

Course Description:

7th Grade: Gifted academic elective 8th Grade: Fine art high school elective

This is an introductory course that introduces the student to 2D and 3D digital media. Using current technologies and industry standard software coupled with art design principles, students will sharpen their problem solving and critical thinking abilities.

-History of animation -Animation principles -Animation 2D/3D

-Digital Photography -Game design -Digital portfolios

General Information:

Ms. Smith has two classrooms. The **computer art lab room 119** for the digital side and **room 223 the fine art studio space**. Ms. Smith **prefers e-mails** as they can be responded to faster since she floats between two rooms.

e-mail: **dsmith1@hampton.k12.va.us** Computer Art Lab Phone: 850-7255

Ms. Smith Website: **<http://dsmithart.weebly.com>** Assorted assignments, homework, and student digital portfolio links among other things will be here.

School Website: <http://spr.hampton.k12.va.us>

Grade Breakdown:

Production/Creating:	55%
DigitalPortfolio/sketchbook:	10%
Tutorials:	15%
Class Practice/Quiz:	20%
Semester Exam:	20%

of over-all grade for 8th grade

LETTER	NUMERICAL SPAN
A	93-100
A-	90-92
B+	87-89
B	83-86
B-	80-82
C+	77-79
C	73-76
C-	70-72
D	64-69
F	Below 64

High School Credit Exams:

8th grade students will have a midterm exam and final exam that is 20% of the over all grade. Students can be exempted if they have parent/guardian signed approval, a student maintains an 80% or higher average, and who misses no

more than two days during a semester or a 90% or higher average and misses no more than three days during a semester.

7th grade students will take a modified test that will be worth a project grade and can not be exempted as the course falls under the gifted academic electives at SGC. NOTE: Any student who has been suspended during a semester shall not be exempt from taking the semester exam regardless of grade earned.

NOTE: Any student absence resulting from the student's observance of a religious holiday shall not be counted as an absence for purpose of this policy, provided that the parent/guardian of the student notified the building administrator and instructor in writing in accordance with Board policy. The notification shall specify: a. the date(s) of the absence(s), b. the name of the religious holiday, and c. that the absence is due to the exercise of the student's bona fide religious beliefs.

Homework is posted on the Weebly site and/or in class. **Progress reports** are required to be signed by the parent/guardian and returned for a homework grade that the student is accountable for. If the printed progress report is lost, a written letter is acceptable.

SKETCHBOOK CHECKS 2016/2017			
It is the student's responsibility to turn in on time to be graded. 5 complete pages are due every 2 weeks in addition to other class assignments. Every day late 1 letter grade is deducted			
<i>1st Nine- Weeks</i>	<i>2nd Nine- Weeks</i>	<i>3rd Nine-Weeks</i>	<i>4th Nine- Weeks</i>
Sept. 22 & 23	Nov 19 & 20	Feb. 2 & 3	Apr. 20 & 21
Oct. 6 & 7	Dec. 1 & 2	Feb. 16 & 17	May 4 & 5
Oct. 20 & 21	Dec. 15 & 16	Mar. 2 & 3	May 18 & 19
Nov. 3 & 4	Jan 12 & 13	Mar. 16, 17	Jun 1 & 2
Progress Report Oct. 6	Progress Report Dec. 13	Progress Report Mar. 2	Progress Report May 10
1st Quarter ends Nov. 7	2nd Quarter ends Jan 30	3rd Quarter ends Mar. 31	4th Quarter ends June 2
Report Cards Nov. 14	Report Cards Feb. 6	Report Cards Apr. 17	Final reports mailed

Student Required Materials:

USB flash drive to save files. Folder with pockets and computer paper or sketchbook Pencil Computer lab contract, signed by parents, to use computer art lab

Optional helpful supplies:

Tissues, disinfectant wipes, personal headphones

Student Expectations:

Students are expected to explore, plan projects out/storyboard, use sketchbook, be creative and original with work, follow directions on the

rubrics, do proper layout formats, use professionalism, show craftsmanship/neatness, and use advanced critical thinking skills. This class will be challenging because it takes practice to become proficient in Photoshop, Flash, GameMaker, and with the ePortfolio. Use the force and become a digital arts master!

Regarding file management and deadlines: It is the student's responsibility to save their files on their own USB flash drive as well on their assigned computers daily. Deadlines will not be changed for lost projects or assignments and will still be expected to be turned in on time. Projects not turned in properly will not be graded and receive a zero. **Projects turned in late will receive 10 points off per day. Assignments over a week late will receive a grade of F.**

If you miss class or need more time to meet a deadline:

Please see Ms. Smith to set up a time as it is the student's responsibility to meet deadlines for all assignments. After and before school times can be planned as well as working during lunch. If an **extenuating circumstance** occurs please inform Ms. Smith to work out details.

Computer/Equipment Privileges: A **signed computer lab agreement must be returned to Ms. Smith** before students will be permitted to use the technology. Students will be assigned the same computer and tablet for the length of the class. In the event that a student does not comply with the policies the student will not be permitted to use any technology for the duration of the class. In addition, if a student loses privileges for the day the student will receive a **zero** for participation that day.

Full Year Course Outline:

1st Semester

First Nine-Weeks

Pre-Assessment
 Introduction: File Management, Lab
 Contract, Gmail Digital
 Portfolios/Sketchbook
 Bell Ringers: Vocabulary,
 Sketchbook, Skill Building, Art
 Criticism
 Elements and Principles of Art
 Review
 Introduction to Photoshop
 Photoshop Foundation Projects:
 Digital Color Wheel
 About You Photo Montage
 Typography Project
 Tessellations

Second Nine-Weeks

Photoshop Intermediate Projects:
 Digital Photography

 Advertisement Project
 Poster Design
 Character Design Project
 History of Game making &
 technology progression
 History of animation Create Early
 Animation Toys:
 Thaumatrope,
 Phenakistoscope,
 Flipbooks
 Careers in digital arts
 Disney, Pixar, Illustrators, etc.
 Review 1st semester exam

Midterm

2nd Semester

Third Nine Weeks

Traditional Games!
 Defining what a game is
 Creating a Game Using Game Maker
 Pixel Art
 Critical based problem solving
 Storyboarding/Pipeline
 Sprite, avoid, contact, release,
 hazard
 Publish games
 Play student games
 Critiques and assessments

Forth Nine Weeks

Animated GIFs.
 Walk Cycles
 Animation Projects:
 2D Object Creation,
 Claymation, Cut Paper
 StopMotion, Rotoscoping
 ,Cartoon Animation

 Publishing Animation *iMovie,
 Quicktime Format*

Review 2nd semester exam Post-
 Assessment

Final Exam