

Introduction to Digital Photography

California Career Technical Education (CTE) Standards: Design, Visual, and Media Arts Pathway

A1.0 Demonstrate ability to reorganize and integrate visual art elements across digital media and design applications.

A1.1 View and respond to a variety of industry-related artistic products integrating industry appropriate vocabulary.

A1.3 Describe the use of the elements of art to express mood in digital or traditional art work found in the commercial environment.

A1.6 Compare and analyze art work done using electronic media with those done with materials traditionally used in the visual arts.

A2.0 Apply artistic skills and processes to solve a variety of industry-relevant problems in a variety of traditional and electronic media.

A2.2 Demonstrate personal style and advanced proficiency in communicating an idea, theme, or emotion in an industry-relevant artistic product.

A2.3 Apply refined observation and drawing skills to solve an industry-relevant problem.

A2.4 Use visual metaphors in creating an artistic product.

A2.6 Create an artistic product that involves the effective use of the elements of art and the principles of design.

A2.7 Create original works of art of increasing complexity and skill in a variety of media that reflect their feelings and points of view.

A2.9 Create a multimedia work of art that demonstrates knowledge of media and technology skills.

A5.0 Identify essential industry competencies, explore commercial applications and develop a career specific personal plan.

A5.4 Predict how changes in technology might change the role and function of the visual arts in the workplace.

A8.0 Understand the key technical and technological requirements applicable to various segments of the Media and Design Arts Pathway.

A8.4 Analyze the way in which technical design (e.g., color theory, lighting, graphics, typography, posters, sound, costumes, makeup) contributes to an artistic product, performance, or presentation.

A8.7 Evaluate how advanced and emerging technologies affect or improve media and design arts products or productions.

California Visual and Performing Arts (VAPA) Standards:

Media Arts:

Create

6.MA:Cr1: Envision original ideas and innovations for media artworks using personal experiences and/or the work of others.

8.MA:Cr1: Generate ideas, goals, and solutions for original media artworks through application of focused creative processes, such as divergent thinking and experimenting.

Adv.MA:Cr1: Integrate aesthetic principles with a variety of generative methods to fluently form original ideas, solutions and innovations in media arts creation processes.

6.MA:Cr2: Organize, propose, and evaluate artistic ideas, plans, prototypes, and/or productions, considering purposeful intent.

6.MA:Cr3: a. Experiment with multiple approaches to produce content and components for determined purpose and meaning in media arts productions, utilizing a range of associated aesthetic principles, such as point of view and perspective.

7.MA:Cr3: a. Coordinate production processes to integrate content and components for determined purpose and meaning in media arts productions, demonstrating understanding of associated aesthetic principles, such as narrative structures and composition.

Visual Arts:

Creating

6.VA:Cr2.1: Demonstrate openness in trying new ideas, materials, methods and approaches in making works of art and design.

6.VA:Cr3: Reflect on whether personal artwork conveys the intended meaning and revise accordingly.

7.VA:Cr1.2: Collaboratively shape an artistic investigation of an aspect of present-day life using a contemporary practice of art and design.

7.VA:Cr2.1: Demonstrate persistence in developing skills with various materials, methods and approaches in creating works of art or design.

7.VA:Cr2.3: Apply visual organizational strategies to design and produce a work of art, design, or media that clearly communicates information or ideas.

7.VA:Cr3: Reflect on and explain important information about personal artwork in an artist statement or another format.

8.VA:Cr2.1: Demonstrate willingness to experiment, innovate, and take risks to pursue ideas, forms, and meanings that emerge in the process of artmaking or designing.

8.VA:Cr3: Apply relevant criteria to examine, reflect on, and plan revisions for a work of art or design in progress.

Acc.VA:Cr1.1: Individually or collaboratively formulate new creative problems based on students' existing artwork.

Acc.VA:Cr2.1: Through experimentation, practice, and persistence, demonstrate acquisition of skills and knowledge in a chosen art form.

Acc.VA:Cr3: Engage in constructive critique with peers, then reflect on, reengage, revise, and refine works of art and design in response to personal artistic vision.

Adv.VA:Cr3: Reflect on, re-engage, revise, and refine works of art or design considering relevant traditional and contemporary criteria as well as personal artistic vision.

Practice

6VA:Pr4: Analyze similarities and differences associated with preserving and presenting two-dimensional, three-dimensional, and digital artwork.

7VA:Pr4: Compare and contrast how technologies have changed the way artwork is preserved, presented and experienced.

Responding

6VA:Re7.2: Analyze ways that visual components and cultural associations suggested by images influence ideas, emotions, and actions.

6VA:Re8: Interpret art by distinguishing between relevant and irrelevant contextual information and analyzing subject matter, characteristics of form and structure, and use of media to identify ideas and mood conveyed.

6VA:Re9: Develop and apply relevant criteria to evaluate a work of art.

7VA:Re7.2: Analyze multiple ways that images influence specific audiences.

7VA:Re8: Interpret art by analyzing art-making approaches, the characteristics of form and structure, relevant contextual information, subject matter, and use of media to identify ideas and mood conveyed.

8.VA:Re7.1: Explain how a person's aesthetic choices are influenced by culture, environment, and personal experiences that impacts the message it conveys to others.

8.VA:Re7.2: Compare and contrast contexts and media in which viewers encounter images that influence ideas, emotions, and actions.

8VA:Re8: Interpret art by analyzing how the interaction of subject matter, characteristics of form and structure, use of media, art-making approaches, and relevant contextual information contributes to understanding messages or ideas and mood conveyed.

Prof.VA:Re7.1: Hypothesize ways in which art influences perception and understanding of human experiences.

Prof.VA:Re7.2: Analyze how one's understanding of the world is affected by experiencing visual imagery.

Prof.VA:Re8: Interpret an artwork or collection of works, supported by relevant and sufficient evidence found in the work and its various contexts.

Prof.VA:Re9: Establish relevant criteria in order to evaluate a work of art or collection of works.

Acc.VA:Re7.1: Recognize and describe personal aesthetic and empathetic responses to the natural world and constructed environments.

Acc.VA:Re7.2: Evaluate the effectiveness of an image or images to influence ideas, feelings, and behaviors of specific audiences.

Acc.VA:Re8: Identify types of contextual information useful in the process of constructing interpretations of an artwork or collection of works.

Acc.VA:Re9: Determine the relevance of criteria used by others to evaluate a work of art or collection of works.

Adv.VARe9: Construct evaluations of a work of art or collection of works based on differing sets of criteria.

Connecting:

6.VA:Cn11: Analyze how art reflects changing times, traditions, resources, and cultural uses.

7.VA:Cn11: Analyze how response to art is influenced by understanding the time and place in which it was created, the available resources, and cultural uses.

Acc.VA:Cn11: Compare uses of art, in a variety of societal, cultural, and historical contexts and make connections to uses of art in contemporary, local and global contexts.