

Illustrator Animal

Course/Grade Level: Digital Design II

Big Ideas: Shape and Form

Enduring Understanding(s):

VA:Cr2.1.IIIa: Artists and designers experiment with forms, structures, materials, concepts, media, and art-making approaches.

VA:Cr3.1.IIa: Artists and designers develop excellence through practice and constructive critique, reflecting on, revising, and refining work overtime.

Essential Question(s):

VA:Cr2.1.IIIa: How do artists work? How do artists and designers determine whether a particular direction in their work is effective? How do artists and designers learn from trial and error?

VA:Cr3.1.IIa: What role does persistence play in revising, refining, and developing work? How do artists grow and become accomplished in art forms? How does collaboratively reflecting on a work help us experience it more completely?

Standard(s)

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

VA:Cr3.1.IIa: Engage in constructive critique with peers, then reflect on, reengage, revise, and refine works of art and design in response to personal artistic vision.

Knowledge Goals

Upon the completion of this lesson, students will be able to:

- setup a basic Illustrator document and utilize prior program skills such as the pen tool, paths and layers

Skills Goals

Upon completion of this lesson, students will be able to:

- create vector-based lines/shapes/designs with the pen tool
 - manipulate a typeface into a typographical illustration
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STAGE 2: Assessment Evidence

Performance Assessment

- Student will demonstrate prior pen tool knowledge from Zentangle Lesson/Logo Design Lesson (previous two experiences).
- Student will utilize skills in Illustrator to manipulate typography into the shape of the animal.
 - requirements: students assigned name of animal
 - student can use Illustrator
- Self-evaluation and teacher rubric.

Other Evidence

- Student will complete a self-evaluation of project based on selected Studio Habits.
 - Students will present work to the class during a final critique.
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STAGE 3: Learning Plan

What tutorials will I record?

- tutorial: adding your shape to the illustrator document as a template
- tutorial: manipulating type do's and don'ts
 - creating outlines and joining/modifying paths
- tutorial: using pathfinder

Day 1: Introduction

- View slideshow introduction and show examples (non-animal ones)
- Students will pick name of animal randomly
- Students will have 3 minutes to choose a photograph reference of their animal.

Day 2: Initial sketching work.

- Create new a illustrator 8"x10" document and make the photograph a template layer.
- Do a 5-minute demo (record of how I get started). Showing how I create type, outline it and then start manipulating.
- Rest of class is students-at-work.

Day 3-4: Students at work.

- On day 3, students have PSATs and in-school SATs so the class period is shortened and they will be low on brain power from all day testing.
- Day 4: students will be creating their design and refining paths. Review path tutorials (and demo/record a new one if needed).

Day 5 (Friday): Complete work.

Students will complete their illustrator animal making sure paths are joined. Demo/record how to change color solid color if desired to manipulated type. Students will hand file in on the next Tuesday.

Animal List:

- toucan
- buffalo
- leopard
- shark
- lizard
- monkey
- whale
- mouse
- donkey
- llama
- moose
- octopus
- peacock
- turtle
- rabbit
- dolphin
- seahorse
- skunk
- penguin
- stingray
- chicken
- hippo
- puffin
- manatee
- horse