# Computer & Information Technology
# Computer Graphics

**ORGANIZING THEME/TOPIC FOCUS STANDARDS & SKILLS**

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| **Principles and Elements of Design**<br><br>• Balance<br><br>• Proximity/Unity<br><br>• Alignment<br><br>• Repetition/Consistency<br><br>• Contrast<br><br>• White Space<br><br>Time Frame: 2 weeks | KS 10202.1.9.9. Apply principles and elements of design.<br><br>• Compare and contrast effective and ineffective graphic designs. • Apply principles of design to improve graphic design.<br>• Understand the importance of typography.<br>• Evaluate visual appeal. |
| **Create Images using a Digital Photo Editing Program (Adobe Photoshop)**<br>• Compositing images<br>• Blending images<br>• Masking images<br><br>Time Frame: 4 weeks | KS 10202.1.2 Demonstrate proficiency in the use of digital imaging. • Use selection tools to select images.<br>• Work with layers in images.<br>• Apply image adjustments and filters.<br>• Utilize the repair and retouch tools.<br>• Utilize layer masks and clipping masks.<br>• Format text layers in images. |
| **Create and Edit Vector-Based Graphics (Adobe Illustrator)**<br>• Drawing tools<br>• Pen tool<br><br>Time Frame: 3 weeks | KS 10202.1.14. Produce or acquire graphics content.<br>• Create shapes with the shape tools.<br>• Draw shapes with the pen tool.<br>• Manipulate points and paths.<br>• Utilize live trace to create images.<br>• Edit paths with the transformation tools.<br>• Apply color with fill and stroke commands. |
| **Create Digital Layouts (Adobe InDesign)**<br>• Page layouts<br>• Text and graphic frames<br>• Character/Paragraph formatting<br><br>Time Frame: 3 weeks | KS 10202.1.10. Create and/or implement the look and feel of a product. • Identify purpose and target audience.<br>• Create and manage effective page layouts using the principles of design.<br>• Format type and paragraphs effectively. |

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| **Create and Edit Motion Graphics and Video**<br>  • Animated GIFs<br>  • Frames and timelines<br>  • Tweening<br><br>Time Frame: 2 weeks | 10202.1.1 Demonstrate knowledge of the basic principles of motion graphics. • Import files for use and sequencing of the video<br>  • Utilize frames and timelines to control the sequence and timing of the video.<br>  • Incorporate effects and transitions.<br>  • Utilize tweening to create animations. |
| **Authentic Project**<br><br><br>Time Frame: 3 weeks or integrated throughout units | 10202.1. 16. Define scope of work to achieve individual and group goals. • Plan, create, and manage all aspects of a comprehensive real world challenge. |