

Media Arts: Two-Dimensional Media Design

Begin to develop a professional portfolio reflecting their personal growth and development of a personal style. **TDMD1**

1 Begin to develop a professional portfolio reflecting their personal growth and development of a personal style. **TDMD1**

Examine careers and entrepreneurial opportunities associated with the media arts and looking specifically at Interactive Design and multimedia animators and artists. **TDMD2**

2 Examine careers and entrepreneurial opportunities associated with the media arts and looking specifically at Interactive Design and multimedia animators and artists. **TDMD2**

Research and synthesize historical and cultural knowledge of media arts **TDMD3**

a aesthetics **TDMD3A**

b genres **TDMD3B**

c influences **TDMD3C**

d styles **TDMD3D**

e techniques **TDMD3E**

Identify the purpose, audience, and audience needs for preparing graphics. **TDMD4**

4 Identify the purpose, audience, and audience needs for preparing graphics. **TDMD4**

Demonstrate standard copyright rules for artwork, graphics, and graphic use. **DTMD5**

5 Demonstrate standard copyright rules for artwork, graphics, and graphic use. **DTMD5**

Demonstrate project management tasks and responsibilities. TDMD6

6 Demonstrate project management tasks and responsibilities. TDMD6

Communicate with others (such as peers and clients) about design plans. TDMD7

7 Communicate with others (such as peers and clients) about design plans. TDMD7

Demonstrate a proficient level of compositional theory, principles and elements of design electronic two-dimensional drawing processes using diverse media. TDMD8

8 Demonstrate a proficient level of compositional theory, principles and elements of design electronic two-dimensional drawing processes using diverse media. TDMD8

Gain functional competence with principles of visual organization, including the ability to work with visual elements in two and three dimensions; color theory and its applications; and drawing. TDMD9

9 Gain functional competence with principles of visual organization, including the ability to work with visual elements in two and three dimensions; color theory and its applications; and drawing. TDMD9

Develop an understanding of the common elements and vocabulary of art/design and of the interaction of these elements and be able to employ this knowledge in analysis. TDMD10

10 Develop an understanding of the common elements and vocabulary of art/design and of the interaction of these elements and be able to employ this knowledge in analysis. TDMD10

Identify and use tools and materials for freehand drawing. TDMD11

11 Identify and use tools and materials for freehand drawing. TDMD11

Demonstrate the ability to transfer traditional drawing knowledge and skills to electronic media. TDMD12

12 Demonstrate the ability to transfer traditional drawing knowledge and skills to electronic media. TDMD12

Identify and apply method for producing perspective drawing. TDMD13

13 Identify and apply method for producing perspective drawing. TDMD13

Demonstrate design principles, elements, and graphic composition. TDMD14

14 Demonstrate design principles, elements, and graphic composition. TDMD14

Demonstrate graphic resolution, graphic size, and graphic file formats for web, video, and print. TDMD15

15 Demonstrate graphic resolution, graphic size, and graphic file formats for web, video, and print. TDMD15

Demonstrate effective use of typography. TDMD16

16 Demonstrate effective use of typography. TDMD16

Demonstrate effective use of symbols and representative graphics. TDMD17

17 Demonstrate effective use of symbols and representative graphics. TDMD17

Define key terminology when working with graphics. TDMD18

18 Define key terminology when working with graphics. TDMD18

Develop a proficient level of techniques using multiple forms of technology to produce media art works specifically in two-dimensional media. TDMD19

19 Develop a proficient level of techniques using multiple forms of technology to produce media art works specifically in two-dimensional media. TDMD19

Identify elements of the vector-based drawing software user interface and demonstrate knowledge of their functions. TDMD20

20 Identify elements of the vector-based drawing software user interface and demonstrate knowledge of their functions. TDMD20

Use non-printing design tools in the software interface. TDMD21

21 Use non-printing design tools in the software interface. TDMD21

Demonstrate an understanding of and select the appropriate features and options required to manage color, pattern, and gradient swatches. TDMD22

22 Demonstrate an understanding of and select the appropriate features and options required to manage color, pattern, and gradient swatches. TDMD22

Demonstrate an understanding of vector drawing concepts. TDMD23

23 Demonstrate an understanding of vector drawing concepts. TDMD23

Demonstrate how to work with brushes, symbols, graphic styles, and patterns. TDMD24

24 Demonstrate how to work with brushes, symbols, graphic styles, and patterns. TDMD24

Demonstrate layers and masks. TDMD25

25 Demonstrate layers and masks. TDMD25

Import, export, and save files. TDMD26

26 Import, export, and save files. TDMD26

Demonstrate how to create documents. TDMD27

27 Demonstrate how to create documents. TDMD27

Demonstrate effective use of drawing and shape tools. TDMD28

28 Demonstrate effective use of drawing and shape tools. TDMD28

Demonstrate how to effectively use type tools. TDMD29

29 Demonstrate how to effectively use type tools. TDMD29

Demonstrate how to effectively use scanned or photographic images. TDMD30

30 Demonstrate how to effectively use scanned or photographic images. TDMD30

Demonstrate the ability to create realistic graphics. TDMD31

31 Demonstrate the ability to create realistic graphics. TDMD31

Demonstrate how to effectively modify and transform objects. TDMD32

32 Demonstrate how to effectively modify and transform objects. TDMD32

Create proficient graphic arts products that communicate ideas, thoughts, and feelings specific to a target audience. TDMD33

33 Create proficient graphic arts products that communicate ideas, thoughts, and feelings specific to a target audience. TDMD33

Develop a proficient level of techniques using multiple forms of technology to produce media art works specifically in two-dimensional graphics. TDMD34

34 Develop a proficient level of techniques using multiple forms of technology to produce media art works specifically in two-dimensional graphics. TDMD34

Collaboratively and individually demonstrate a proficient use of marketing concepts, product development, and distribution concepts. TDMD35

35 Collaboratively and individually demonstrate a proficient use of marketing concepts, product development, and distribution concepts. TDMD35

Prepare vector graphics for web, print, and video. TDMD36

36 Prepare vector graphics for web, print, and video. TDMD36

Review and explain the role of advertising as an integral part of a company's marketing strategy. TDMD37

37 Review and explain the role of advertising as an integral part of a company's marketing strategy. TDMD37

Produce an advertisement for print media. TDMD38

38 Produce an advertisement for print media. TDMD38

<p>Demonstrate standard copyright rules for content use in page layouts. TDMD39</p>	<p>39 Demonstrate standard copyright rules for content use in page layouts. TDMD39</p>
<p>Demonstrate project management tasks and responsibilities. TDMD40</p>	<p>40 Demonstrate project management tasks and responsibilities. TDMD40</p>
<p>Communicate with others (such as peers and clients) about design plans. TDMD41</p>	<p>41 Communicate with others (such as peers and clients) about design plans. TDMD41</p>
<p>Demonstrate appropriate properties of page layouts for print, web, and digital publishing. TDMD42</p>	<p>42 Demonstrate appropriate properties of page layouts for print, web, and digital publishing. TDMD42</p>
<p>Demonstrate design principles, elements, and page layout composition. TDMD43</p>	<p>43 Demonstrate design principles, elements, and page layout composition. TDMD43</p>
<p>Apply key terminology when working with page layouts. TDMD44</p>	<p>44 Apply key terminology when working with page layouts. TDMD44</p>
<p>Identify elements of the page layout and design software interface and demonstrate knowledge of their functions. TDMD45</p>	<p>45 Identify elements of the page layout and design software interface and demonstrate knowledge of their functions. TDMD45</p>
<p>Demonstrate usage of features and options required to manage colors. TDMD46</p>	<p>46 Demonstrate usage of features and options required to manage colors. TDMD46</p>
<p>Demonstrate effective use of layers. TDMD47</p>	<p>47 Demonstrate effective use of layers. TDMD47</p>
<p>Demonstrate exporting, packaging, saving, and organizing files. TDMD48</p>	<p>48 Demonstrate exporting, packaging, saving, and organizing files. TDMD48</p>

Demonstrate how to create multiple-page documents. [TDMD49](#)

49 Demonstrate how to create multiple-page documents. [TDMD49](#)

Demonstrate how to use styles. [TDMD50](#)

50 Demonstrate how to use styles. [TDMD50](#)

Demonstrate how to use frames in a page layout. [TDMD51](#)

51 Demonstrate how to use frames in a page layout. [TDMD51](#)

Add text to a page layout. [TDMD52](#)

52 Add text to a page layout. [TDMD52](#)

Add graphic, image, and video content to a page layout. [TDMD53](#)

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Demonstrate how to create special page elements using page layout and design software tools. [TDMD54](#)

54 Demonstrate how to create special page elements using page layout and design software tools. [TDMD54](#)

Demonstrate how to add interactive elements using page layout and design software. [TDMD55](#)

55 Demonstrate how to add interactive elements using page layout and design software. [TDMD55](#)

Demonstrate how to prepare page layouts for publishing to print. [TDMD56](#)

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Demonstrate how to prepare page layouts for export to multi-screen devices. [TDMD57](#)

57 Demonstrate how to prepare page layouts for export to multi-screen devices. [TDMD57](#)