



Studio in Media Arts

Mr. Weisbrod

249-6732

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Course Overview

Computers have affected all aspects of art and design in the past 20 years. From moving publishing from paper to the Internet, or movies from film to pixels, most of the common forms of commercial art are now all done digitally. In this course, you will take the universal design practices that all artists use and apply them with modern tools, like the Adobe Photoshop, Illustrator, web design software, and animation software. Students will learn technical and creative competence using these tools for artists and designers in the commercial

marketplace. Assignments will explore the Elements of Art, Principles of Design, color theory, realism, abstraction, commercial and fine art applications. Students will develop awareness of both traditional art-history, art from other cultures, and the history of electronic media.

This is a full year course that meets the NYS art requirement for graduation.

Your Grade

- 85% – Class Work & Projects
- 15% – Participation & Homework

Final Exam is worth a large portion of the fourth quarter grade for this course. You must save all your artwork produced during this class for a portfolio. You will need it for the final exam - which is a written evaluation based upon your portfolio of work done in this class.

Expectations

- Actively participate in all class activities and assignments
- Complete all assigned homework and projects within the time period allotted
- Maintain your own storage of digital and printed files.
- Respect all materials and use equipment for its intended purposes
- Respect must guide all of your decisions (positive interactions with classmates, teacher, equipment)

Supplies Needed

- Pencil – Every day!
- A 2 pocket folder for storing notes and handouts
- 1 Sketchbook – 9"x12" and **Spiral Bound**
- Thumb drive or external hard drive for archiving your work at the end of the year