



priority learning targets

# Fine Arts - Visual / Graphics

School District 129

## HIGH SCHOOL COMPUTER ART I

1. Demonstrate an understanding of creation of illusion of space (e.g., overlapping; variations in size, placement, value). *(H- 25A.1)*
2. Identify the role of a specific color scheme in an art work. *(H – 25A.3)*
3. Compare and contrast works of art in two or more art forms that share similar artistic components, themes or subject matter (e.g., self-portrait to monologue or solo) using the appropriate artistic component (i.e., elements, principles, expressive ideas; tools, processes, technologies; creative processes) vocabulary. *(H – 25B.1)*
4. Describe and/or demonstrate how special effects in the visual arts are created through the use of a tool, technology, or process (e.g., film, video, computer programs). *(H – 26A.2)*
5. Evaluate the significance of special effects in 2-D art work (e.g., embossing, wet-wet, sciffito, pointillism). *(H – 26A.4)*
6. Use linear and aerial/atmospheric perspective to create the illusion of 3-dimensionality in a 2-dimensional artwork. *(H – 26B.2)*
7. Create an art work based on a plan incorporating research and problem solving. *(H – 26B.5)*
8. Analyze how the works of a particular artist (e.g., playwright, composer, computer artist, choreographer) shape or reflect a given time. *(H – 27B.2)*