

# Unit Organizer

## Bigger Picture

9.1.1.5.2 Evaluate how the principles of visual art such as repetition, pattern, emphasis, contrast and balance are used in the creation of, presentation of, or response to visual artworks.

9.1.2.5.1: Integrate the characteristics of the tools, materials and techniques of a selected media in original artworks to support artistic purposes.

9.2.1.5.1 Create a single, complex artwork or multiple artworks to express ideas.

9.2.1.5.2 Revise artworks based on artistic intent and using multiple sources of critique and feedback.

9.3.1.5.1 Present, exhibit, publish or demonstrate collections of artworks for different audiences and occasions.

Last Unit / Experience		Current Unit	Next Unit / Experience	
<b>Plaster Masks</b>		<b>Digital Creature Design</b>	<b>In the Round Plaster Figure</b>	
Unit Schedule		Unit Map is about...		
1	Brainstorm various digital artists there are in the world. Share Gary Storkamp's blog. <b>Introduce backstory worksheet</b> , work time.	<pre> graph TD     A([Previewing a fully in the round sculpted creature using the iPad as the medium.]) --&gt; B([Digital Artists])     A --&gt; C([123D Sculpt and Creature])     A --&gt; D([Presenting your Creature])     A --&gt; E([Creature Concepts])             </pre>		
2	<b>Demo 123D Creature.</b> Wrap up Masks and work on creature design.			
3	Work days: overlap with other projects, set date 1-2 weeks after introducing.			
4	<b>Present creature and backstory concept to class and do short critiques of each.</b>			
5				
6				
7				
Unit Self-Test Questions	1: What different kinds of digital artists are there? Where do we see their work? 2: When creating, how do you develop a back story to re-enforce/influence your creature design? 3: What is 123D creature, and how do I create with it on my iPad? 4: How do I pitch my creature idea to peers, and what kind of feedback will I receive? 5: 6:	Vocabulary	Armature	