

## TECHNOLOGY IN VISUAL ARTS I 712

**Goal 25 Know the language of the Arts**

- Identify and describe art elements and design principles in creating computer generated artwork. *TVA 1-01*
- Evaluate and critique the visual qualities of a work of technologically created artwork using appropriate language in a positive, constructive manner. *TVA 1-02*
- Explore the relationship of traditional to computerized art. *TVA 1-03*
- Identify commonalities of technology in music, dance, theatre, and/or visual art. *TVA 1-04*

**Goal 26 Through creating and performing, understand how works of art are produced**

- Define technology in art. *TVA 1-05*
- Demonstrate how art is created through the use of technology. *TVA 1-06*
- Use multiple processes to manipulate an image. *TVA 1-07*
- Create an artwork based on a plan incorporating research and problem solving. *TVA 1-08*

**Goal 27 Understand the role of the arts in civilizations, past and present**

- Analyze how the artists uses technology to persuade and promote ideas. *TVA 1-09*
- Investigate occupations that are related to art technology. *TVA 1-10*
- Identify examples of how the graphic arts are used in everyday life. *TVA 1-11*
- Compare how graphic arts express aspects of the same culture, time or place. *TVA 1-12*

## TECHNOLOGY IN VISUAL ARTS II 657

**Goal 25 Know the language of the Arts**

- Analyze and evaluate art elements and design principles in creating computer generated art work. *TVA 2-01*
- Analyze and critique the visual qualities of technologically created artwork. *TVA 2-02*
- Analyze and compare the relationships of various media. *TVA 2-03*

**Goal 26 Through creating and performing, understand how works of art are produced**

- Apply current media technologies in art. *TVA 2-04*
- Explore and apply advanced techniques. *TVA 2-05*
- Incorporate various medias and technologies. *TVA 2-06*
- Create a planned and researched multi-media presentation. *TVA 2-07*

**Goal 27 Understand the role of the arts in civilizations, past and present**

- Demonstrate how the artist uses current technology. *TVA 2-08*
- Research occupations/colleges related to technology. *TVA 2-09*
- Analyze how graphic arts are used in everyday life. *TVA 2-10*