Teacher Name: Williams, Brandon   **High School:** A.C. Flora

Art 3 Honors

Day 1: Abstract Expressionism

Standard(s)	VA.CR.AL.1: I can create, refine and communicate ideas based on the Elements and Principles of Design and other compositional strategies and structures. VA.C.AL.6: I can analyze the function and meaning of artworks from various cultures and time periods
Learning Targets/ I Can Statements	I can identify the major aspects of Abstract Expressionism. I can create my own Abstract Expressionism art.
Essential Question(s)	What is Abstract Expressionism?
Resources	Abstract Expressionism Article: https://www.moma.org/learn/moma_learning/themes/abstract-expressionism/
Learning Activities or Experiences	Read the article on Abstract Expressionism on The Museum of Modern Art website. Conduct your own research for further information and examples from relevant artists. Create your own Abstract Expressionism composition using the materials you have available to you. Design must be completed in Color Media.

Art 3 Honors

Day 2: Video Game Character Design (Main and Supporting)

Standard(s)	VA. CR. AL. 1: I can create, refine and communicate ideas based on the Elements and Principles of Design and other compositional strategies and structures. VA.R.AL.5.2: I can examine and explain the impact of the artist's compositional choices on the message of the artwork.
Learning Targets/ I Can Statements	I can design my character in three different views (front, side and three-fourths view)
Essential Question(s)	What is character design? What is a model sheet?
Resources	Character Model Sheets: https://www.awn.com/tooninstitute/lessonplan/model.htm See supplemental material posted on Microsoft Teams.
Learning Activities or Experiences	Develop a concept for a video game. Think about the overall story, the main characters and the setting. Write all of your ideas down, as this will be an ongoing project this week. Read the article on Character Model Sheets. On drawing paper, design your main character and show them in three different perspectives: Front, Side/Profile and an Angled (Three-Fourths View) On a separate sheet design a supporting character in the same manner.

Art 3 Honors

Day 3: Video Game Character Design: Antagonist

Standard(s)	VA. CR. AL. 1: I can create, refine and communicate ideas based on the Elements and Principles of Design and other compositional strategies and structures. VA.R.AL.5.2: I can examine and explain the impact of the artist's compositional choices on the message of the artwork.
Learning Targets/ I Can Statements	I can design my character in three different views (front, side and three-fourths view)
Essential Question(s)	What is character design? What is a model sheet?
Resources	See supplemental material posted on Microsoft Teams.
Learning Activities or Experiences	On drawing paper, design your main antagonist and show them in three different perspectives: Front, Side/Profile and an Angled (Three-Fourths View) Design must be completed in Color Media.

Art 3 Honors

Day 4: Video Game Environment Design

Standard(s)	VA. CR. AL. 1: I can create, refine and communicate ideas based on the Elements and Principles of Design and other compositional strategies and structures. VA.R.AL.5.2: I can examine and explain the impact of the artist's compositional choices on the message of the artwork.
Learning Targets/ I Can Statements	I can design an environment for my video game concept. I can show how my character will appear in my own created environment.
Essential Question(s)	What is concept art?
Resources	Article on Game Environments: https://www.bigfishgames.com/blog/learning-to-draw-game-environments/ See supplemental material posted on Microsoft Teams.
Learning Activities or Experiences	Read the article on Game Environments. On drawing paper turned to the landscape configuration, draw one of your previously drawn characters in one of the settings/environments for your video game concept. Use must use scale and perspective to give the perception of how your character would appear relative to the environment. Design must be completed in Color Media.

Art 3 Honors

Day 5: Video Game Cover Design

Standard(s)	VA. CR. AL. 1: I can create, refine and communicate ideas based on the Elements and Principles of Design and other compositional strategies and structures. VA.R.AL.5.2: I can examine and explain the impact of the artist's compositional choices on the message of the artwork.
Learning Targets/ I Can Statements	I can create a composition that represents my idea for a video game.
Essential Question(s)	What would be the best image to represent my video game concept?
Resources	See supplemental material posted on Microsoft Teams.
Learning Activities or Experiences	Using the material developed from the previous assignments, design a cover for your proposed video game. The cover should, at a minimum, feature your main character and some indication of the setting and theme. Design must be completed in Color Media.