

What I need to know by the end of this unit:

- How artist use digital media to create digital art.
- How digital tools can imitate real tools, adding tone and texture.
- How brightness, saturation and contrast can be adjusted to change colours in a digital artwork.
- How to undo mistakes and edit their work.
- How layers allow artists to build an image, step by step.
- How to arrange visual elements in a balanced composition.

Vocabulary Focus:

Compare means to notice what is the same or different.

Digital means something that is made, stored, or shown using electronic devices.

Brightness is the light or dark a colour appears.

Saturation is the intensity or strength of a colour.

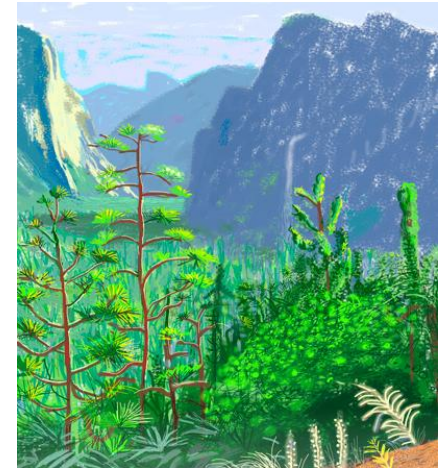
Contrast is the difference between light and dark colours.

Gradient is how much something increases or decreases

Form is shape in 3 dimensions (3D) or the illusion of shape in 3 dimensions (3D)

Depth is how far something goes back, or how far it appears to go back.

How has David Hockney created his landscapes?
What media does he use to create them?



How can colour be manipulated digitally?

