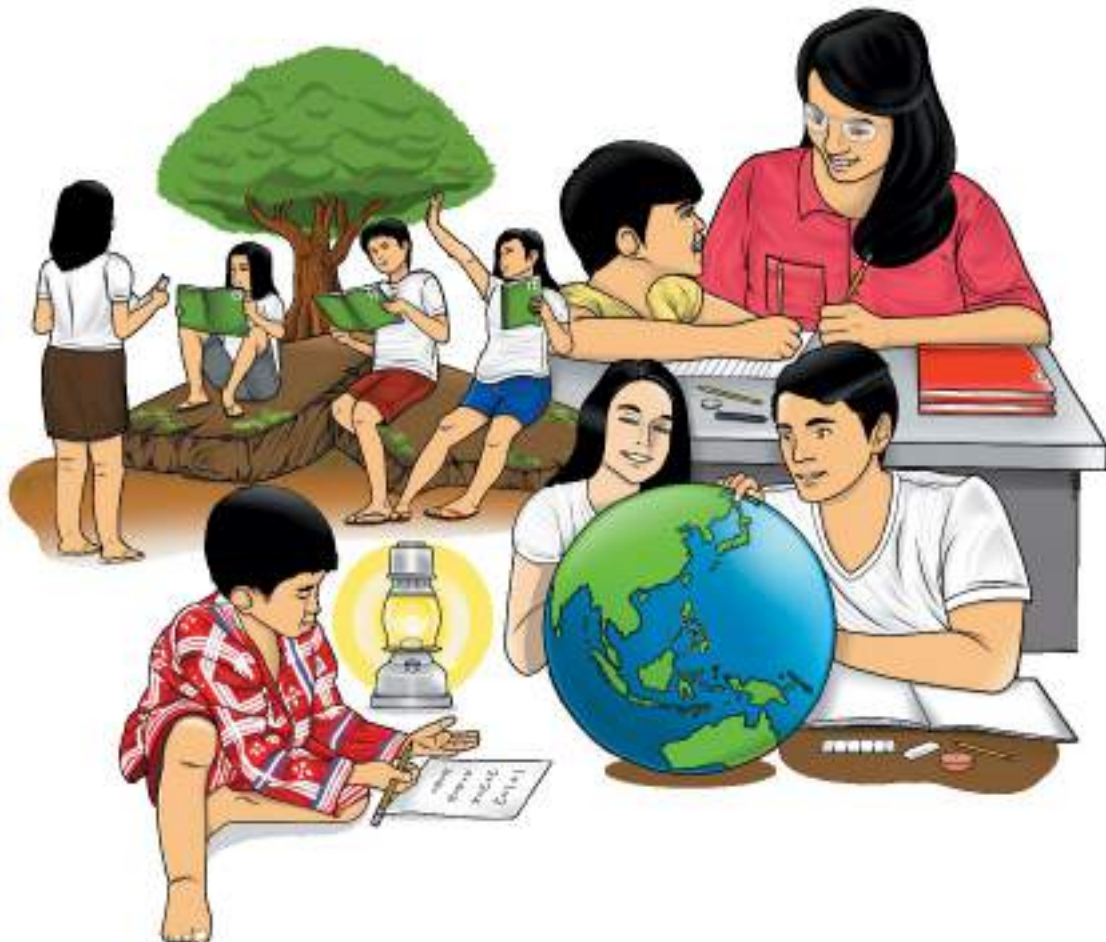


Arts

Quarter 4 – Module 1: Design Principles and Elements Relates to Everyday Objects



ALTERNATIVE DELIVERY MODE
ADM

Arts – Grade 6

Alternative Delivery Mode

Quarter 4 – Module 1: Design Principles and Elements Relates to Everyday Objects
First Edition, 2021

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Arts

Quarter 4 – Module 1: Design Principles and Elements Relates to Everyday Objects

Introductory Message

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If you have any questions in using this SLM or any difficulty in answering the tasks in this module, do not hesitate to consult your teacher or facilitator.

Thank you.



What I Need to Know

If you look around, you see different colors, shapes, lines, and textures. These elements of design make up our environment. You see designs that are created using a combination of these elements like product advertisements on billboards, handicrafts in the market, and beautiful and attractive landscapes. All of these relates with each other using the principle of design and elements.

This module was designed and written with you in mind. It is here to help you know that design principles and elements relates to everyday objects. At the end of this module you are expected to:

1. Define what is graphic design.
2. know that design principles and elements relate to everyday objects;
3. understand all the elements of graphic design;
4. follow the principles of design in creating an output;
5. create an organizer using multiple elements of design.



What I Know

Before you start studying this module, answer this simple test to find out what you already know about the topic. Choose the letter of the best answer and write the chosen letter on a separate sheet of paper.

1. What is a communication design, art of planning and constructing ideas with visual and textual content?
 - A. Elements of design
 - B. Graphic design
 - C. Principle of design
 - D. Contrast
2. What are the lines, color, texture, shape, text, space, size, and value to create a design effectively?
 - A. Elements of design
 - B. Graphic design
 - C. Principle of design
 - D. Contrast
3. Which of the following is used to emphasize a word or a phrase and use to connect points and ideas?
 - A. Text
 - B. Shape
 - C. Color
 - D. Texture

4. Which principle indicates that all the parts of the design must be arranged to give the viewer the feeling that all are linked together?
 - A. Unity
 - B. Contrast
 - C. Balance
 - B. Pattern
5. Which element refers to the lightness and darkness of colors in a design?
 - A. Size
 - B. Space
 - C. Emphasis
 - D. Value
6. Which element of design refers to the feel of surface?
 - A. Shape
 - B. Color
 - C. Texture
 - D. Lines
7. Which is NOT one of the elements of design?
 - A. Lines
 - B. Shape
 - C. Texture
 - D. Contrast
8. What element is considered as the simplest or the most basic element of art?
 - A. Pattern
 - B. Unity
 - C. Lines
 - D. Color
9. Which principle refers to the repetition of elements to direct the eye of the viewer through the design?
 - A. Unity
 - B. Contrast
 - C. Pattern
 - D. Movement
10. Which element of design uses fonts or font styles to convey information and be transmitted effectively to the viewer?
 - A. Color
 - B. Text
 - C. Shape
 - D. Lines

Well, how was it? Do you think you did it well? Compare your answer with those with the answer key.

Lesson**1****Design Principles and Elements
Relates to Everyday Objects
(Graphic Design)**

Graphic design is all around us- from movie posters, flyers, invitations, infographics, t-shirt design and magazines. As it becomes more visible and used more often, practicing graphic design has become very significant and useful in today's era.

***What's In***

Before you start studying this module, read this simple short story and do what is ask after you read.

Draw My Day

by Leonalen Gregorio- Andrade

Arlo is a three years old boy. He is the first child of Mr. and Mrs. Johnny Suarez. He is an energetic, healthy, talented, and smart kid. He loves to paint, draw, and color his coloring book after his parents buy him one at the “Kalibo Book Sale.”

One afternoon, while his father was fixing his car in the garage, he saw his father's unfinished outputs on the table. He got one of them and started to draw different lines and shapes, then he colored it.

After his father fixed his car, he went inside the house and he saw Arlo sitting on his chair while doing something. He went to Arlo and surprisingly he saw him drew a big house and almost finished coloring it. Instead of scolding his son he hugged him and said “very good son, but next time if you like to borrow my things you ask Papa”. okay? “Yes, Papa,” said Arlo.

The story tells you how much the parents love and support the talents of their son in art. As a learner, how will you motivate yourself to the world of art? Get a piece of bond paper and draw what Arlo's drew.

Draw your dream house in the future using the shapes, colors, and other components of design principles and elements and answer the questions that follow.

What are the design principles did you use?

1. What are the elements of design did you applied?
2. Are these related with each other? How?
3. Did you apply the graphic design?
4. Why you need to apply graphic design in your drawing?



What's New

The elements and principles of design are the building blocks used to create a work of art. One of this is the graphic design that we see in posters, magazines, illustrations, comic books and more.

Elements of design can be thought of as the things that make up a painting, drawing, design etc. These are the building blocks used by the designers to create the designs. They are the parts, the components that can be isolated and defined in any visual design, they are the structure of the work, the objects to be arranged and used as part of any composition. Although without referring to a specific design (editorial, web, etc.) we can say that the general Design Elements are composed by point, line, shape, form, color, value, texture, and space.

Principles of design can be thought of as what we do to the elements of design. How we apply the Principles of design determines how successful we are in creating a work of art. It combines the elements to create a composition, they are the guidelines used to arrange the elements. Each principle is a concept used to organize or arrange the structural elements of a design and it applies to each element of a composition and to the composition as a whole. Again, without turning to a specific discipline, we can say that the basic Design Principles are composed by balance, emphasis, movement, pattern, repetition, proportion, rhythm, variety and unity.

Let's take a look on principle of design and elements organizer. Elements of design composes of line, shape, color, value, form, texture, and space while principle of design composes of balance, contrast, emphasis, movement, pattern, rhythm and unity. They are both necessary to create visual objects in the world of art.



What is It

Graphic Design Defined

Look around you. What do you see? You can see books, posters, magazines, and more with different colors, textures, shapes, lines and text. These are made up our environment. You see objects with designs that are made and created using a combination of the elements of design and principle of design.

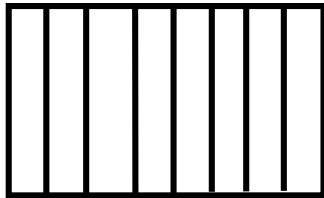
Graphic design is the art of communicating ideas or information through the use of visual and textual content such as images and/or words.

To effectively create a design, one must know what can be used to construct it. There are lines, color, texture, shape, text, space, size, and value or also known as the **elements of design**.

Elements of Design

Lines are considered as the simplest or the most basic element of art. These direct the viewer's eye, or suggest movement. Lines can also indicate forms and edges.

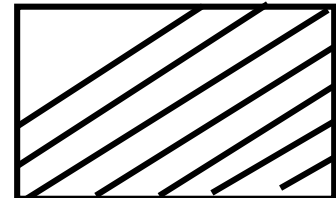
Here are the different types of lines.



Vertical lines



Horizontal Lines



Diagonal Lines

Vertical lines signify ambition, strength, and height. **Horizontal lines** suggest rest in peace. **Diagonal lines** tend to insinuate movement, conflict, or stress.

In graphic design, **Color** can be used to emphasize a word or a phrase and use to connect points and ideas, and to create patterns and forms.

Texture refers to the feel of surface. It can be actual or implied. A texture is implied if the texture is being applied graphically in the object. Also, it can be touched or felt in actual.

Shape serves as container of information to improve the look of the design. It has three basic types:

1. Geometric- circles, squares, and triangles
2. Natural- leaves, trees, people, etc,
3. Abstract-icons, graphic representations

Text refers to the font or font styles used in design. It conveys essential information to the viewers. For effective use of text for the graphic design, one must know the difference between serif font and sans-serif font.



Serif font

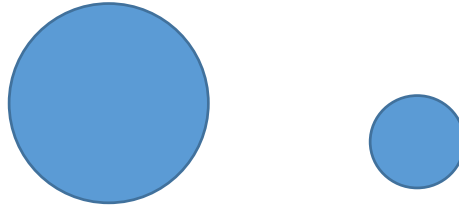


Sans-Serif font

Serifs contain additional decorative or small decorative elements flourishes on the ends of some of the strokes that make up letters and symbols. An example is Baskerville **font**. On the other hand, Sans **serif** does not have these details or flourishes. They are clean font styles and without any decorations at the end of the letters. An example would be the Arial **font**.

Space is the area occupied and unoccupied by the other elements. It is important to maintain balance between the two because it is vital in creating a good and effective design.

Size, in graphic design, suggests emphasis of information. It is use to attract attention and to create contrast among the elements. In the image below, the bigger circle becomes the focus of attention in contrast to the smaller circle.



Value refers to the lightness and darkness of an area in a design. When used effectively, it creates depths, contrast, and emphasis.

Principles of Design

Balance refers to how elements are put together in the design. Creating good balance between elements will create an effective overall impact to the viewer.

Two types of balance



Symmetrical balance



Asymmetrical balance

Symmetrical balance - one side of the image is the same on the other side

Asymmetrical balance - both sides are not the same but they have harmony.

Movement refers to the repetition of elements to direct the movement of the eye through the design. The way elements are organized leads the eye to the subject.

Contrast refers to distinctiveness of elements. This can be done by using opposite characteristics or features like dark colors and light colors. It can also suggest by putting together a huge object and a small object.

Emphasis refers to the use of colors, size, contrast to provide special attention and importance to the subject of design.

Pattern refers to the organization of alternated or repeated elements or motifs. It can be used for backgrounds and for enhancing the overall look of the design.

Unity in design suggests that all parts of the design must be arranged to give the viewer the feeling that all elements are linked together.

The design principles and elements relate to everyday objects and are used to make them more attractive and visible through graphic design.

Here are some of the examples of design principles and elements that relate to everyday objects with the use of graphic design.



T-shirt is one of the most important things in our lives. We use it every day to protect and cover our body. T-shirt will be more attractive, beautiful, and colorful using the principle of design and elements with the use of technology in T-shirt printing.



Bag is our everyday partner when we go to school, shopping malls, markets, work, and even in travels. We put everything that we want especially the wallet in our bags and all other essential items. On the other hands, Paper bags are also use in gifts wrapping, product selling etc. This will be very attractive and beautiful using the design principles and elements.



Product package serves to protect the product inside to prevent damage while the product is on sale. However, it is the design that carry carries the product to draw the attention of the costumer. That is why it is necessary to have an attractive and colorful design in the product package. So, principle of design and elements were also used.



Poster COVID-19 affects us all and to stop the spread of the virus, we can see posters everywhere. It allows us to share the message to a wide audience cheaper than the other media. However even poster needs to catch the attention of the audience. So, graphic designers need also to use the design principles and elements to make it attractive.



Buildings and houses are structures standing with roofs and walls. These are very important to everyone to have a dwelling place for relaxation and for work. However, to make the people feel the comfort and security, good interior design must be applied using the design principle and elements.



Billboards are one of the best ways to share your products, company, and services to all the people who need your service. In order to attract the customer, another design principle and elements will be applied to your billboard.



Painting is an image, artwork created using colors. To make it more attractive, an artist uses more than one principle of design. We can see painting when we go to the hotels, offices, restaurants, malls, museums or even at home. It adds a beauty in our sight and conveys message to the people.



Landscape is another thing that beautifies our garden and environment. Through this we are using our knowledge on design principles and elements to make our surroundings more beautiful and attractive using the combination of design principles.

T-shirts, bags, product packages, billboards, posters, landscapes, houses and buildings, and paintings, are some of the objects that composed and the product of design principles and elements. If you look around, you can see and name more objects.



What's More

Activity 1.1

Now, that you have learned the elements of design and principle of design, let's have an activity on some of the objects made or designed with a good graphic design with the use of the combination of the principle of design and elements.

What you need:

1. Posters, flyers, or invitations
2. Paste or glue
3. Scissors
4. Bond paper
5. Ballpen/Pentel pen/Marking Pen

What to do:

1. Look for an old picture of any objects, posters, flyers or invitations
2. Cut and paste on your bond paper
3. Examine the elements of design and principles of design used on your chosen material. Follow the given format.

Paste the picture, poster, flyer, or
invitation here.

(Select only one and paste here.)

Let's Find out if what are the Combination of elements of design and principle of design being used in the material/objects. Put check (/) on the table if it was used and mark (x) if it wasn't.

Elements of Design		Principle of Design	
Components	/ or x	Components	/ or x
Line		Balance	
Shape		Contrast	
Color		Emphasis	
Value		Values	
Form		Pattern	
Texture		Rhythm	
Space		Unity	

You see? Every objects or materials that we see, use and touch were developed, made, and designed with the combination of these principle of design and elements. Truly, they relate in everyday objects.



What I Have Learned

Graphic design is also known as communication design and the art of planning and constructing ideas information with visual and textual content. It is all around us. It becomes more visible, very important, and useful today. You can see it from movie posters, flyers, invitations, magazines, infographics and billboards.

To effectively create an attractive graphic design, one must know that elements of design can be used following the design principles. They relate to everyday objects and are used to make it more attractive and visible through the use of words and pictures.



What I Can Do

The Elements and Principle of Design Organizer

Organizer, is a thing used for organizing. It makes us easy to remember the elements and principle of design. This will serve as our guide to what combinations of art we would like to create. Sometimes, we select only few from the elements of design to be combined with the principle of design especially for the beginners like you.

Here is an example of the Elements and Principle of Design organizer.



ELEMENTS OF ART		
line		
shape		
color		
value		
space		
form		
texture		

Now, let's make your own organizer. Select two (2) from the elements of design and three (3) from the principle of design.

What you will need:

- ¼ illustration board
- Marker
- Coloring and drawing materials

What to do:

1. Think about how your organizer will look like and what points are included in your output. Select any two (2) from the elements of design and three (3) from the elements of art.
2. Once you are done, start transferring the ideas into the illustration board using the marker and coloring, and drawing materials
3. Take a picture of your output and send it to your teacher's email.



Notes to the Teacher

Write a note with your Facebook account, messenger, or email to your pupils so that they can send their outputs on the elements of design and principle of design organizer.



Assessment

Multiple Choice. The following questions are taken from the lesson you have learned. Let's us find out how much you have learned from it. Choose the letter of the best answer. Write the chosen letter on a separate sheet of paper.

1. Which is NOT one of the elements of design?
A. Lines B. Shape C. Texture D. Contrast
2. In this principle, all parts of the design must be arranged to give the viewer the feeling that all are linked together. What is it?
A. Pattern B. Unity C. Contrast D. Movement
3. What do you call to a very significant, useful and also known as communication design?
A. Graphic design C. Principle of design
B. Elements of design D. None of the above
4. What kind of design composes of lines, color, texture, space, and shape to create design on an object effectively?
A. Principle of design C. Element of design
B. Poster design D. Graphic design
5. What element of design using font or font styles to convey information and be transmitted effectively to the viewer?
A. Color B. Text C. Shape D. Lines
6. Which of the following font contain additional decorative or small decorative elements flourishes on the ends of some of the strokes that make up letters and symbols?
A. Serif B. sans-serif C. Line D. Text

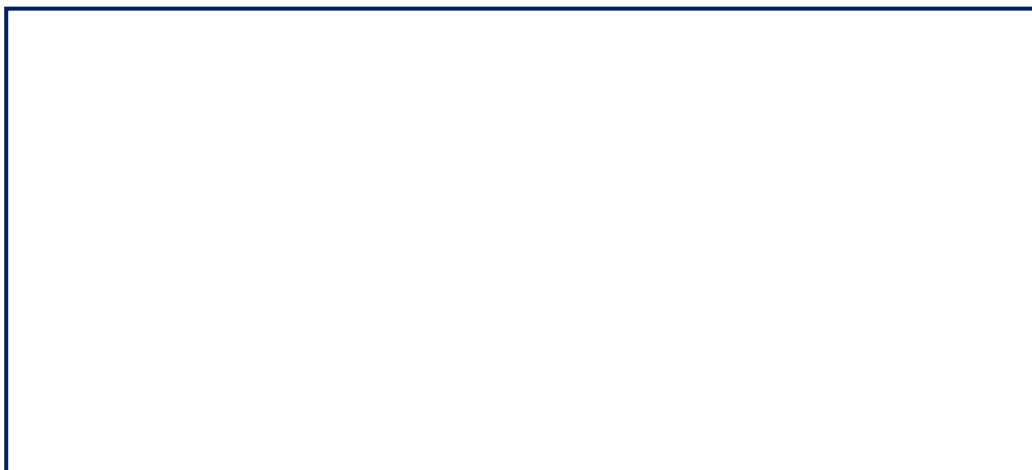
7. These elements are all influential depending on how it was utilized. What is the most influential element design?
A. Text B. Space C. Color D. Unity
8. What element refers to the lightness and darkness of an area in a design?
A. Value B. Unity C. Pattern D. Color
9. In making a graphic design one must know the elements of design. Which of the following is considered as the simplest or the most basic element of art?
A. Space B. Texture C. Text D. Lines
10. This principle refers to the repetition of elements to direct the motion of the eye through the design.
A. Unity B. Movement C. Pattern D. Contrast



Additional Activities

Look around and write five objects that you see with elements and principle of design then draw it in your notebook.

1. _____ 4. _____
2. _____ 5. _____
3. _____





Answer Key

What I Know	What's More	
<ol style="list-style-type: none">1. B2. B3. A4. A5. B6. A7. D8. A9. D10. B	<ol style="list-style-type: none">1. Own answer2. Own answer	

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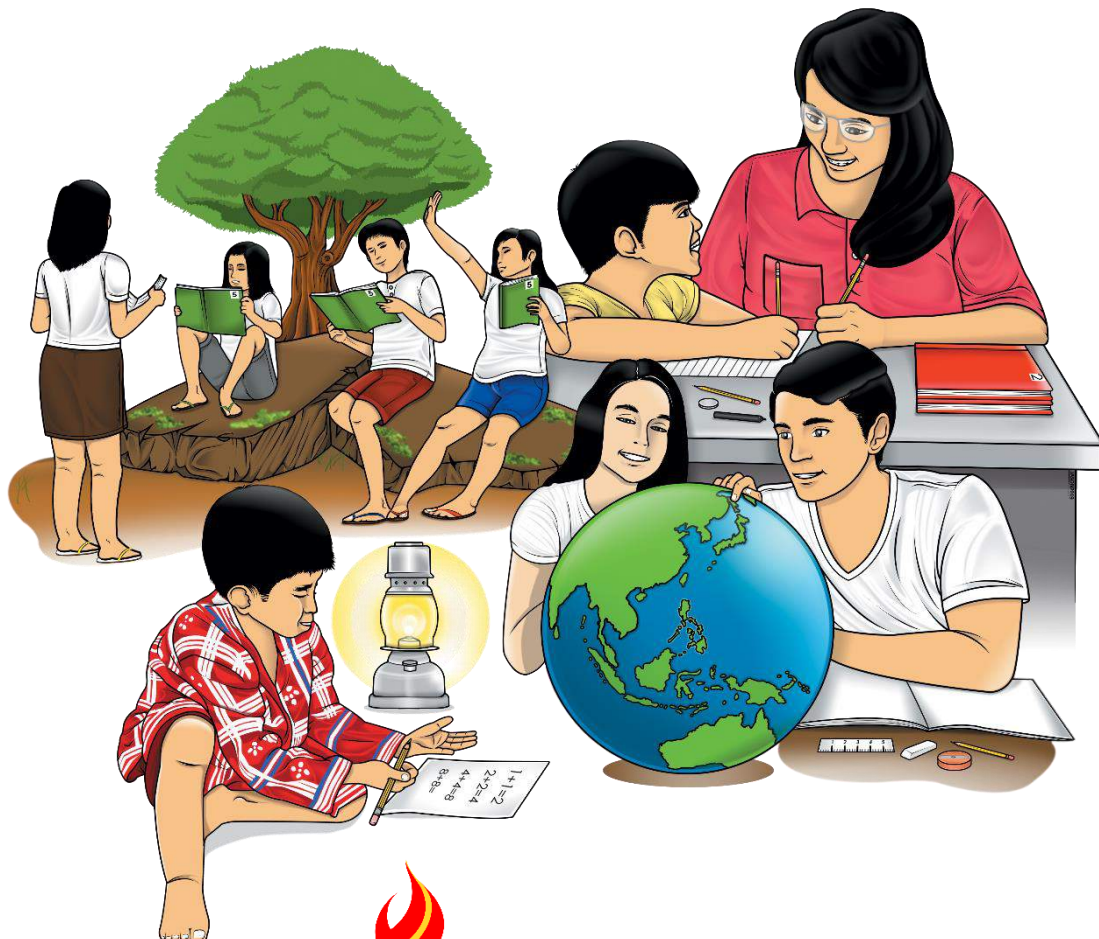
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Arts

Quarter 4 – Module 2: Package/Product Design (Paper Bag Making)



Arts – Arts 6
Alternative Delivery Mode
Quarter 4 – Module 2: Package/Product Design (Paper Bag Making)
First Edition, 2021

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Quarter 4 – Module 2:

Package/Product Design

(Paper Bag Making)

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Thank you.



What I Need to Know

This module was designed and written with you in mind. It is here to help you master the art of product design. The scope of this module permits it to be used in many different learning situations. The language used recognizes the diverse vocabulary level of students. The lessons are arranged to follow the standard sequence of the course. But the order in which you read them can be changed to correspond with the textbook you are now using.

After going through this module, you are expected to:

1. Appreciate the elements and principles applied in product design; and
2. Apply the steps/procedure in product design.



What I Know

Choose the letter of the best answer. Write the chosen letter on a separate sheet of paper.

1. What is a package/product design?
 - a. The method of protecting products for storage, sale, and use.
 - b. Packaging software for packaging design
 - c. A software that is free and downloadable.
 - d. None of the above
2. All the statements below are the advantages of using technology in making package/product designs except one. What is it?
 - a. Using technology makes a package/product design more sophisticated.
 - b. Using technology makes a package/product design easier.
 - c. Using technology makes a package/product design expensive.
 - d. Using technology makes creating a package/product design more advanced.

3. What is the main purpose of package/product design?
- a. For exhibit, sale, use
 - b. For storage, use, protection
 - c. For storage, sale, use
 - d. None of the above.
4. _____ are the stylistic features that are included within an art piece to help the artist communicate. What is it?
- a. Dimensions of art
 - b. Elements of art
 - c. Values of art
 - d. Property of art
5. What are the seven (7) most common elements of art?
- a. proportion, balance, line, color, contrast, shape & value
 - b. balance, line, color, contrast, shape, value & variety
 - c. line, shape, texture, form, space, color & value
 - d. space, balance, lines, color, contrast, shape & value

Lesson

1

Package/Product Design: Paper Bag Making

The use of technology in art makes the creation of art works easier and more efficient. Creating a successful three dimensional artwork requires an understanding of the principles of design and application of specialized skills specific to each medium.

In this lesson, the pupils will learn about package/product design and the use of new media or software in creating artwork that will enhance their understanding and ideas on product design using technology.



What's In

Applying the elements and principles of art in any artworks that we do will make our work more attractive and meaningful. Making designs for paper bag also demonstrates imagination and creativity while doing the artwork.



Notes to the Teacher

Procedures are presented with illustrations to enable the pupils to follow the steps with ease. Hands on activities are also provided to enable them to apply the concepts and skills learned in this lesson.



What's New

Activity 1: Wrap the Bottle

You will need:

- Plastic bottle
- Manila paper/ colored paper
- Any recyclable materials found within the classroom
- Scissors
- Glue

What to do:

1. Cover the plastic bottle with manila paper/ colored paper.
2. Design the bottle with recyclable materials found within your home.
3. Your artwork will be graded according to the rubrics below:

Criteria	Exceeds Expectations	Meets Expectations	Partially Meets Expectations	Does Not Meet Expectations
The HAND Art production; Craftsmanship, understanding and applying media, techniques and processes	Project beautifully/ are fully made. Put me and effort into completion of art work.	Project finished with most details; uses techniques appropriately	Uses and displays understanding of techniques in a minimum standard	Minimal application of skills and techniques; unfinished project
The MIND Intellectual Curiosity, using knowledge and critical thinking	Demonstrates comprehensive knowledge and expressive ideas. Show understanding achievement toward goals	Demonstrates broad knowledge of many contexts. Shows satisfactory achievement toward goals	Demonstrates some knowledge of contexts. Limited achievement of goals and objectives.	Demonstrates little or knowledge of contexts. No effort towards achievement of goals and objectives.

The SPIRIT Application to life; Exploration to self, Originality and personal expression	Project finished with total originality after thorough experimentation	Project finished but not completely original, problem logically solved	Project finished but no evidence of experimentation or originality	Project is unfinished or finished with much help and solutions from others
Criticism/ Reflect Reflecting and assessing characteristics and merits of their work and work of others	Analyses and conclusion are accurate, detailed and consistent with art work	Analyses are consistent with data	Some understanding of analysis and project goals	Unclear or inaccurate understanding of topic and how to communicate artwork



What is It

Package/Product Design

Product packaging is the method of enclosing or protecting products for storage, sale and use. Product design refers to the creation of exterior of a product. That includes choices in material and form as well as graphics, font and colors that are used in wrapping a box, a can, a bottle or any kind of container. Like any good design, packaging tells a story.

It involves three steps: The process of design, evaluation, and production of packages.

1. **Process of design-** includes the planning of how the package looks. It involves creating a design for the product being packed.
2. **Evaluation-** involves the checking if the package design satisfied the concept. It is the type of evaluation in which the product concept developed so far is reviewed by the user group. Generally, these evaluations are aimed at selecting or optimizing product concepts based on the preferences of the user group and other stakeholders.
3. **Production of packages-** it involves the printing of the packages. It means converting *inputs* (natural resources, raw materials, human resources, and capital) into *outputs*.



What I Have Learned

Challenge Up: Write TRUE if the statement about art is true. If not, write FALSE.

- _____ 1. Application of the elements of art is necessary in designing product packages.
- _____ 2. Production of packages means converting inputs into outputs.
- _____ 3. There are two steps in making a package/ product design.
- _____ 4. Packaging is a method of protecting products for storage only.
- _____ 5. In the past, package design is done manually.

Summary – Wrap Up

- Product Packaging is the method of enclosing or protecting products for storage, sale and use.
- Product Packaging involves three steps: The process of design, evaluation, and production of packages.
- In the past, package design is done manually. But with digital technology, package design has been made easier and the production faster.



What I Can Do

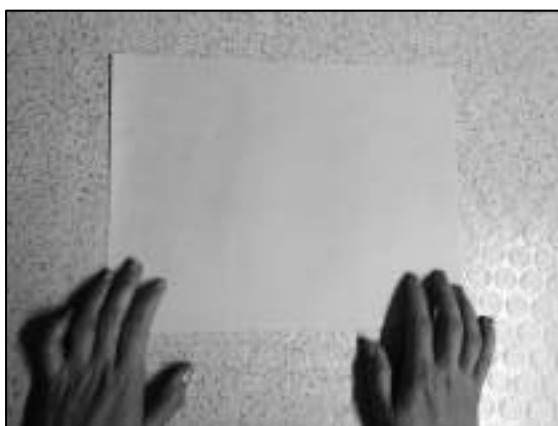
Activity 2: Paper Bag Making (Manual)

You will need:

1. Long bond paper (colored paper)
2. Yarn for the handle
3. Glue
4. Drawing and coloring materials
5. Scissors

What to do:

1. Connect the two short edges of the paper.



2. Glue the edges, then flatten the paper.



3. Fold the paper on one of the shorter edge to about $\frac{1}{5}$ of the length. Open the folded part and flatten so that the flaps are on each side.



4. Fold each flap inward toward the center. The flaps should overlap a little. Glue the flaps together.



5. Fold the longer side to make a crease on both sides. Open the bag.



6. Tuck in both sides following the fold.



7. Draw any design in the front side of the paper bag by using any coloring/drawing materials and apply the elements of art specifically the shapes, colors, and rhythm.



8. Punch a hole and attach the yarn.





Assessment

Multiple Choice. Choose the letter of the best answer. Write the chosen letter on a separate sheet of paper.

1. It is the method of enclosing or protecting products for storage, sale and use. What is it?
 - a. Packaging
 - b. Evaluating
 - c. Designing
 - d. Printing of packages
2. Which of the following shows the correct sequence in packaging?
 - a. Evaluation, Process of design, Production of packages
 - b. Process of design, Evaluation, Production of packages
 - c. Evaluation, Production of packages, Process of design
 - d. Process of design, Production of packages, Evaluation
3. Packaging involves three steps. Among the three, it involves the printing of packages.
 - a. Evaluation
 - b. Production of packages
 - c. Printing of packages
 - d. Process of design
4. A packaging method which includes the planning of how the package looks.
 - a. Process of design
 - b. Evaluation
 - c. Production of packages
 - d. Creating of design
5. A packaging method which involves the checking if the package design satisfied the concept.
 - a. Checking of design
 - b. Process of design
 - c. Production of packages
 - d. Evaluation



Answer Key

1. True
2. True
3. False
4. False
5. True

What I have learned

1. A
2. C
3. C
4. B
5. C

What I know

1. A
2. B
3. B
4. A
5. D

Assessment

References

Quinitio, Ligaya Bautista Garcia, Cipriano, Eduardo V., Buhain, Eliseo P., Briosos, Juliet H., Lacia, Diana Alcoba, Alonzo, Almira Alcoba, Solano, Gernalyn Andres, The 21st MAPEH in Action, Rex Book Store.

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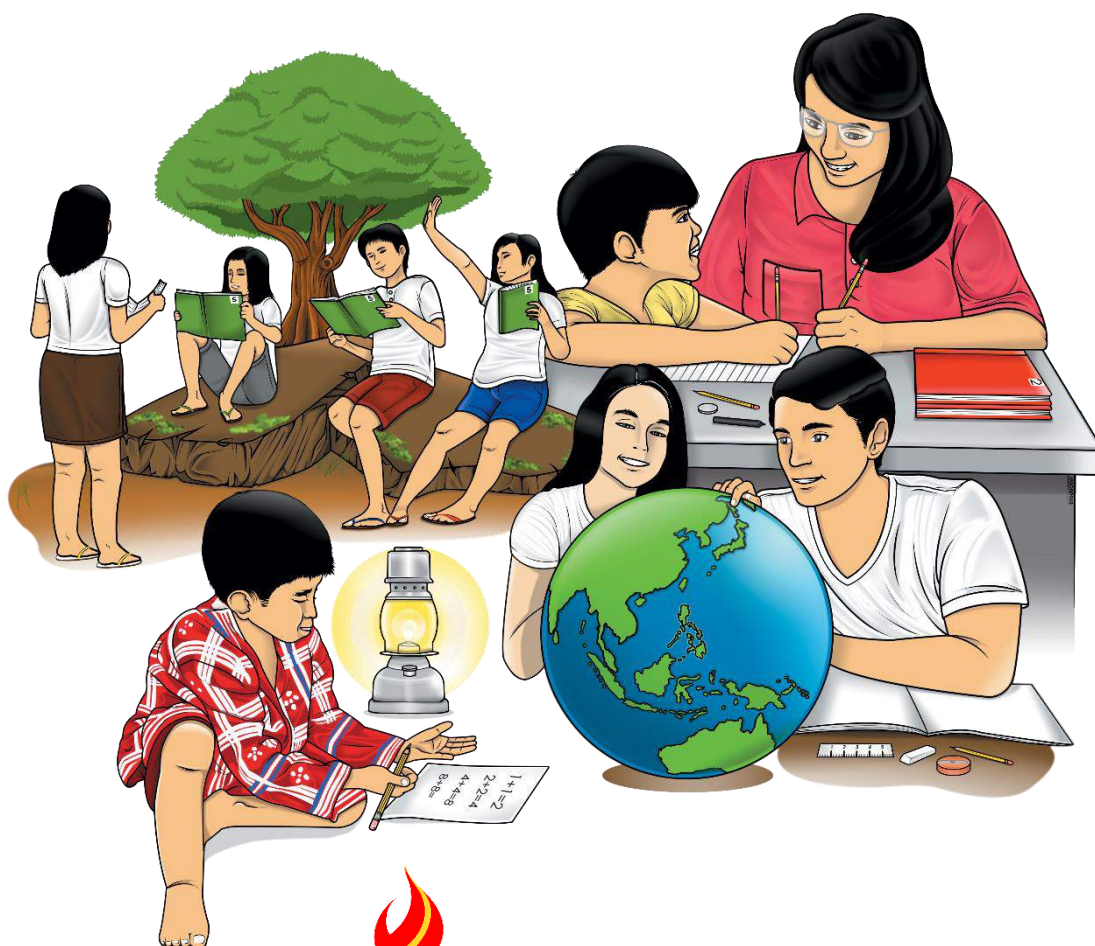
Telefax: (632) 8634-1072; 8634-1054; 8631-4985

Email Address: blr.lrqaad@deped.gov.ph * blr.lrp@deped.gov.ph

Arts

Quarter 4 – Module 3:

Manifests Understanding of Concepts on the Use of Software



Arts – Grade 6

Alternative Delivery Mode

Quarter 4 – Module 3: Manifests Understanding of Concepts on the Use of Software
First Edition, 2019

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Arts

Quarter 4 – Module 3:

Manifests Understanding of

Concepts on the Use of Software

Introductory Message

This Self-Learning Module (SLM) is prepared so that you, our dear learners, can continue your studies and learn while at home. Activities, questions, directions, exercises, and discussions are carefully stated for you to understand each lesson.

Each SLM is composed of different parts. Each part shall guide you step-by-step as you discover and understand the lesson prepared for you.

Pre-tests are provided to measure your prior knowledge on lessons in each SLM. This will tell you if you need to proceed on completing this module or if you need to ask your facilitator or your teacher's assistance for better understanding of the lesson. At the end of each module, you need to answer the post-test to self-check your learning. Answer keys are provided for each activity and test. We trust that you will be honest in using these.

In addition to the material in the main text, Notes to the Teacher are also provided to our facilitators and parents for strategies and reminders on how they can best help you on your home-based learning.

Please use this module with care. Do not put unnecessary marks on any part of this SLM. Use a separate sheet of paper in answering the exercises and tests. And read the instructions carefully before performing each task.

If you have any questions in using this SLM or any difficulty in answering the tasks in this module, do not hesitate to consult your teacher or facilitator.

Thank you.



What I Need to Know

MANIFESTS UNDERSTANDING OF CONCEPTS ON THE USE OF SOFTWARE(A6PR-Ivb)

Modern technology offers several opportunities in various fields including how we produce art. Through the advancement of technology, several designers and artists have developed their skills in using graphic design software to express their ideas.

This module was designed and written with you in mind. It is here to help you manifest an understanding of concepts on the use of graphic design software ~~specifically on in creating digital arts since this is the type of artwork produced using graphic design software. Moreover, it is a legitimate art form separate from like painting, sculpture, architecture, and the likes.~~ At the end of this module, you are expected to:

1. Define what are menu, commands, and tools;
2. Manifest understanding of concepts on the use of software (commands, menu, and tool);
3. Know that command, menu, and tools are used in creating artwork.



What I Know

Before you start studying this module, answer this simple test to find out what you already know about the topic. Choose the letter of the best answer and write the chosen letter on a separate sheet of paper.

1. What do you call a set of instructions data or programs used to operate computers and execute a specific task?
A. computer B. blender C. software D. menu
2. It can easily follow the desired curvature of lines through the use of anchor points. What is it?
A. paths tool B. pen tool C. brush tool D. dodge tool
3. Which of the following tools used to create a point or line in any direction?
A. Brush Tool C. Bucket fill Tool
B. Dodge Tool D. Pen Tool
4. In our lesson, what are the three examples that a user may use in creating digital artwork?
A. Menu, command, and tool C. Tool, menu, and software
B. Command, software and hardware D. software, malware, and hardware
5. What do you call to the list of commands or choices offered to the user through the menu bar to find information or execute a program function?
A. tools B. command C. software D. menu
6. Which of the following instructs a computer or device to perform a specific task?
A. malware B. command C. tools D. menu
7. The three options that can be used in creating digital artwork are tools, command, and _____?
A. menu B. software C. hardware D. computer
8. Why is photoshop used for photo editing and raster graphic design software?
A. It allows the users to create, edit, and manipulate various graphics.
B. It can't import the images in various file formats.
C. It allows the users to create and edit raster images.
D. both A and C
9. This tool is used to color a larger portion of your artwork. What is this? _____.
A. dodge tool B. bucket fill tool C. pen tools D. brush tool
10. What do you call the art created from graphic design software?
A. Digital Camera B. GIMP C. Photoshop D. Digital Art

Well, how was it? Do you think you did it well? Compare your answer with those with the answer key.

Lesson**1****Manifests Understanding of Concepts
on the use of Software
(Commands, Menu and Tools)**

Some artists use materials like paints and brushes to create art. Today, many others also use modern technology of exploring creativity, like video technology, television, and computers. This type of art is called digital art.

Art created from graphic design software is called digital art. Its work is made with digital technology or presented on digital technology. This includes images done completely on a computer or hand-drawn images scanned into a computer and finished using a software program.

To create digital artwork effectively, it is a must to understand concepts on the use of software on command, menu, and tools.

According to Merriam Webster, software is something used or associated with and usually contrasted with hardware such as programs for a computer. It comprises the entire set of programs, procedures, and routines associated with the operation of a computer system.

Graphic design software is an example of software for creating digital art. Its importance is to design any graphics-related things. There are many more things you can do with the graphic design software like editing your family photo and designing greeting cards for the upcoming birthday celebration.

In this lesson, the pupils will learn about the concepts of the use of software (commands, menu, and tools) in creating artwork that will develop their understanding of the use of this technology.



What's In

Directions: Match the picture in Column A to its name in Column B.

Column A



1.



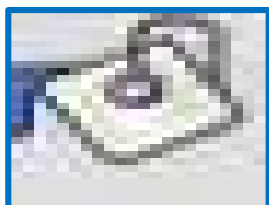
2.



3.



4.



5.

Column B

A. Bucket fill

B. Menu

C. Pen Tool

D. Tool

E. Command



What's New

A drawing made with a graphic design software uses the same art elements as traditional media like pen, pencil, and paint. The picture shows the example of a digital drawing. This can be drawn using the GIMP or GNU Image Manipulation Program and can be enhanced using the Photoshop CC applications.



1. What are the different lines and shapes that you can see in the drawing?
2. What do these lines and shapes represent in the drawing?

This lesson will give you basic knowledge in digital art specifically on GIMP and Photoshop CC applications.



What is It

Definition of Software

Everything that runs on a computer from an operating system to a diagnostic tool, video game, or app can be defined as software.

Software is a set of instructions data or programs used to operate computers and execute a specific task. It is also a collection of data or computer instructions that tell the computer how to work.

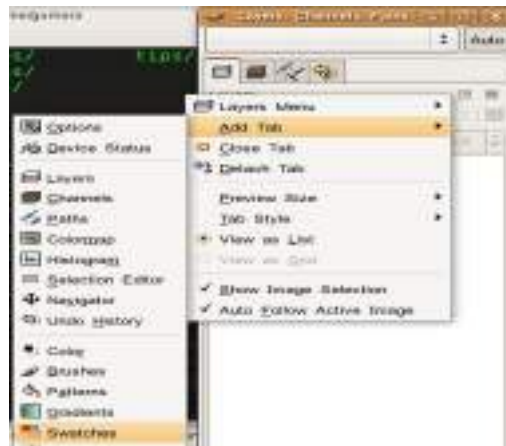
When you use your computer software there are menus, tools, and commands that you must know.

What do menus, tools, and commands tell us?

A **menu** is a list of commands or choices offered to the user through the menu bar. It is also a set of options presented to the user of a computer application to help the user find information or execute a program function.

The menu is an application organizer and launcher. There are other commands in a menu.

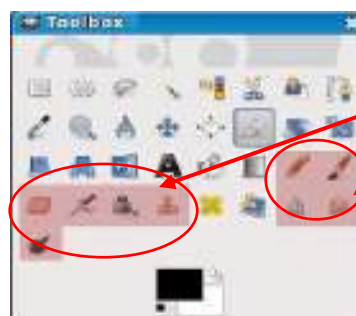
Here is an example of a menu when you use your computer.



A command is an instruction to a computer or device to perform a specific task. This can be a text or an icon.



Tools are used to make the artwork more meaningful, colorful, and attractive. It can be a pen tool, brush tool, bucket fill tool, and dodge tool.



These are some of the examples of tools used to paint.



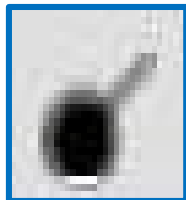
a. Pen Tool is easily recognizable because of its resemblance to a pen. It is used to create a point or a line in any direction.



b. Brush Tool is represented by drawing of a paintbrush. It very similar to the pen tool.



c. Bucketfill tool is used to color a larger portion of your artwork. It is represented by a tilted paint bucket.



d. Dodge Tool is use when adding details such as light reflecting on an object. It is useful in applying this type of effect in you work.



e. Paths tool can easily follow the desired curvature of lines through the use of anchor points.

The menus, tools, and commands are usually displayed on the screen once you open a program. These are used when you apply digital art.

We have a lot of applications for digital art. Adobe Photoshop is one of these applications.

Photoshop CC is a photo editing and raster graphic design software that allows users to create, edit, and manipulate various graphics as well as digital art. It also allows to create and edit raster images with multiple layers and import the images in various file formats. Photoshop is developed by Adobe Systems for both Windows and macOS.

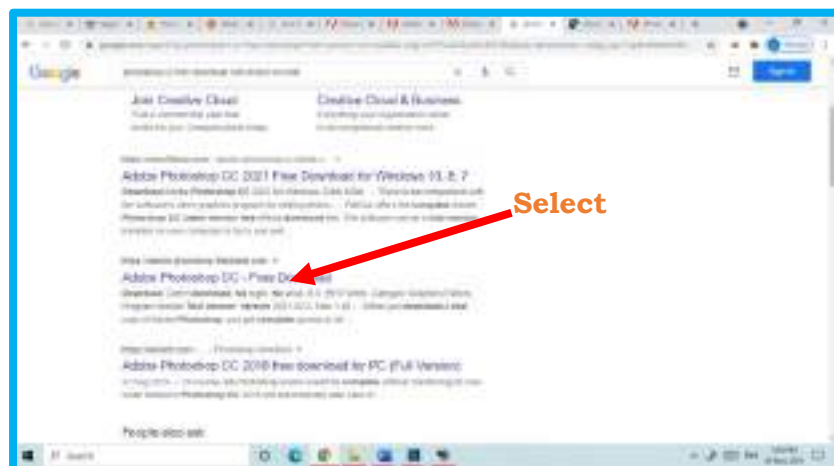
In addition, Photoshop CC is not an open-source application. The version that you will be downloading is a trial version. However, you can continue using it after your trial period by purchasing the software.

Before you can use this application, you need to download and install this first on your computer. Here are the steps on how to download and install Photoshop CC for a free trial.

Step 1. Go to the browser or google search tab, and type Photoshop CC free download.



Step 2. Click Photoshop CC free download.



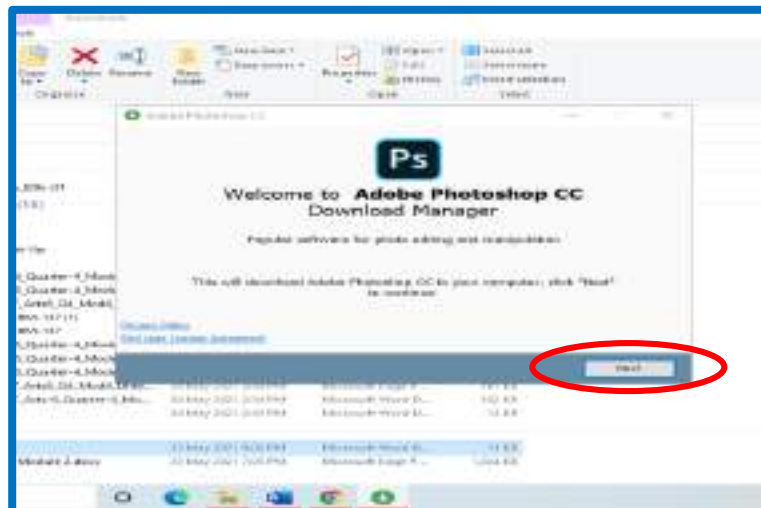
Step 3. Click Download.



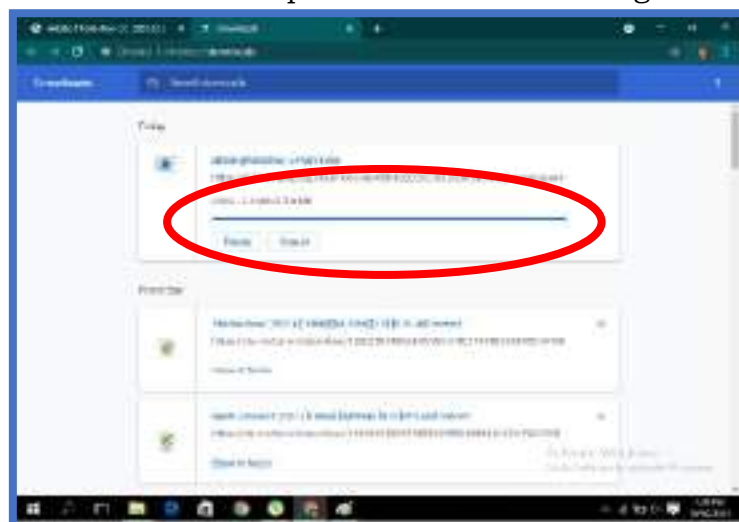
Step 4. Click again the “Download”.



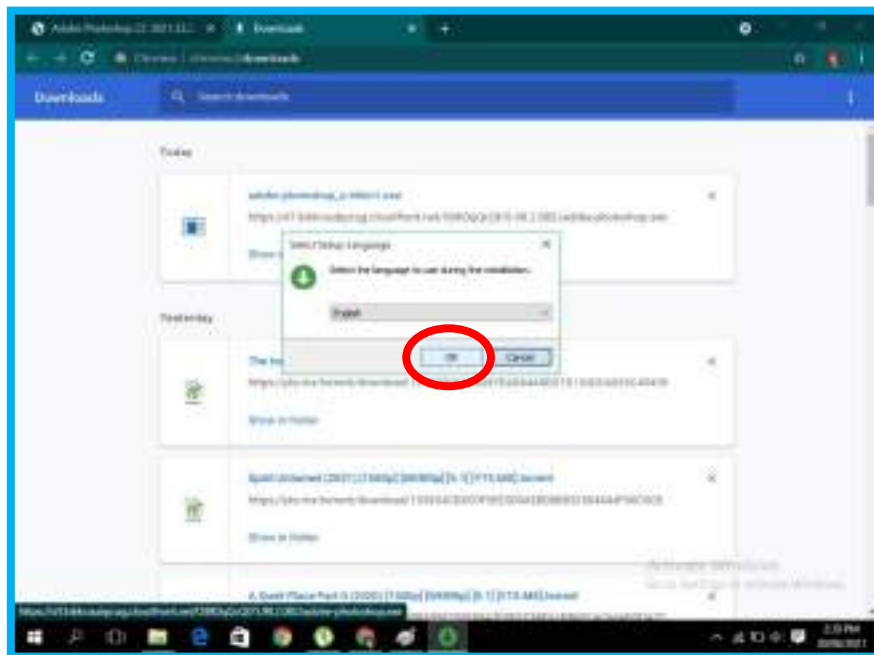
Step 5. Click “Next” to download.



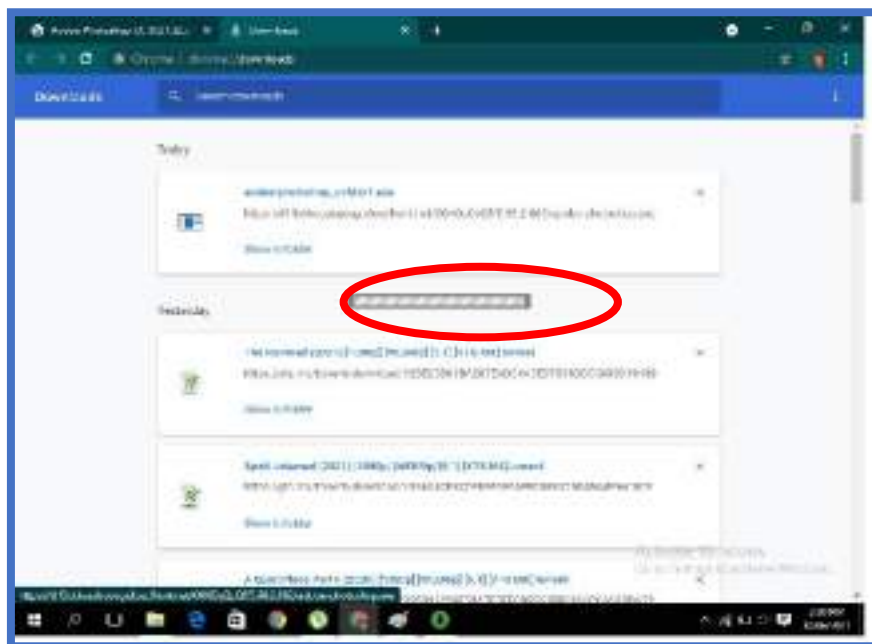
Step 6. The Adobe Photoshop CC is now downloading.



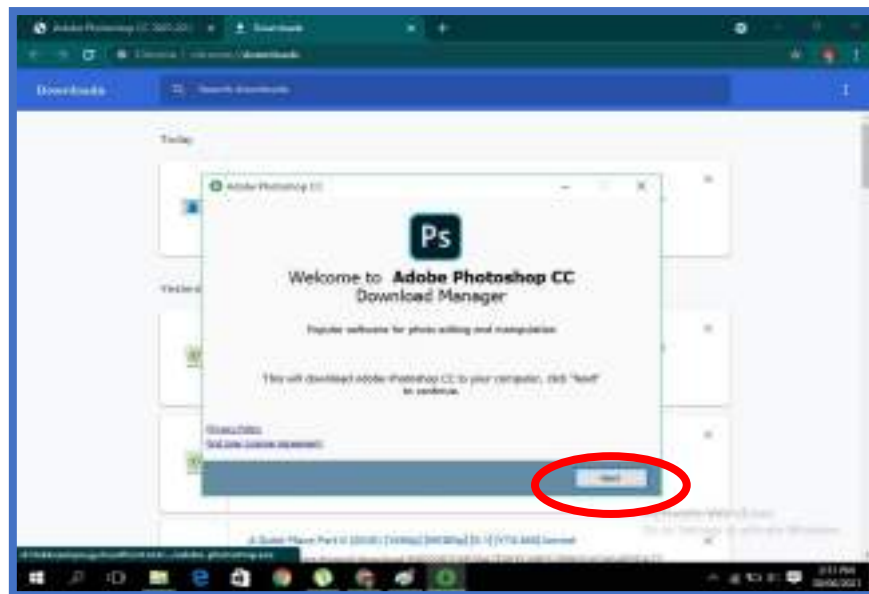
Step 7. The Adobe Photoshop CC will ask “Select Setup Language”. Click “English” then “OK”.



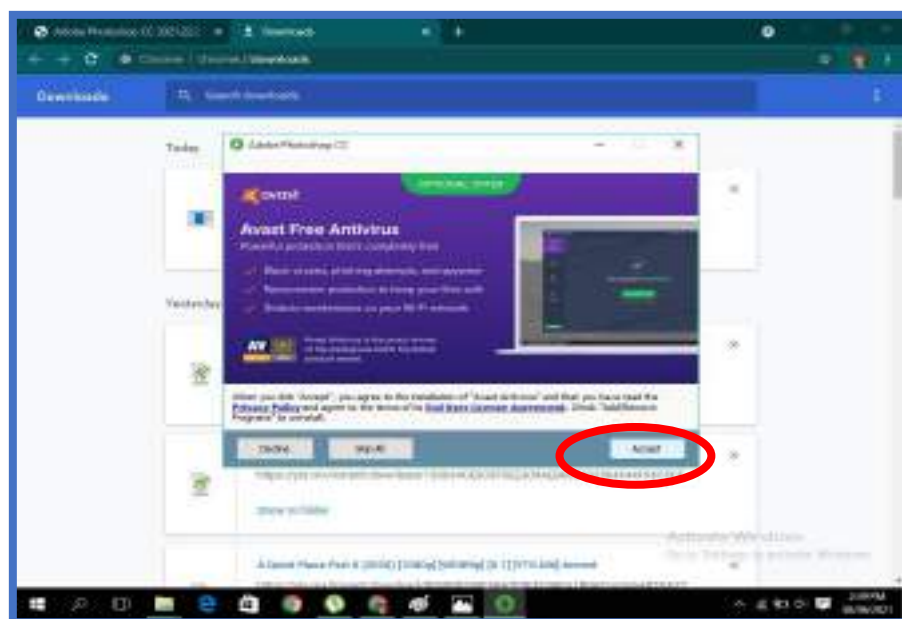
Step 8. The system will run for the next step.



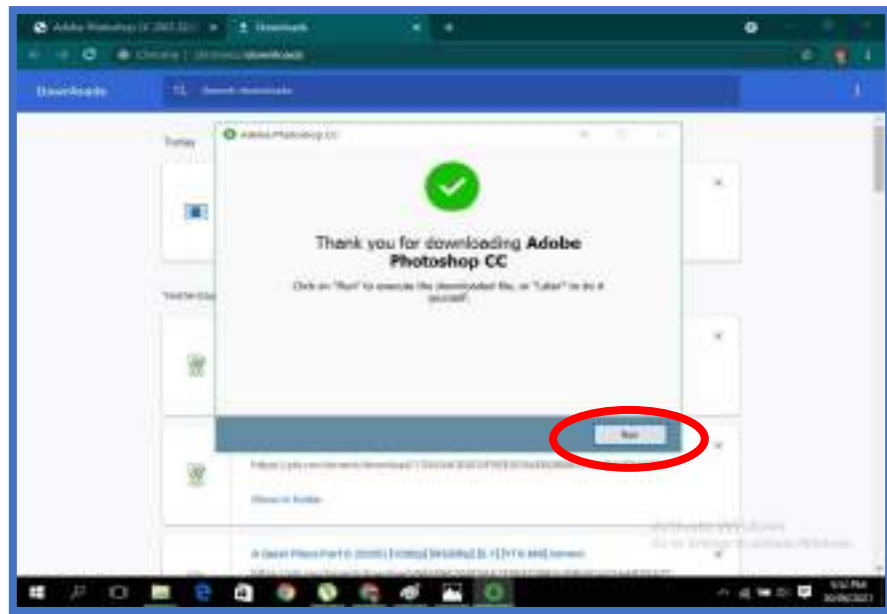
Step 9. Click “next”.



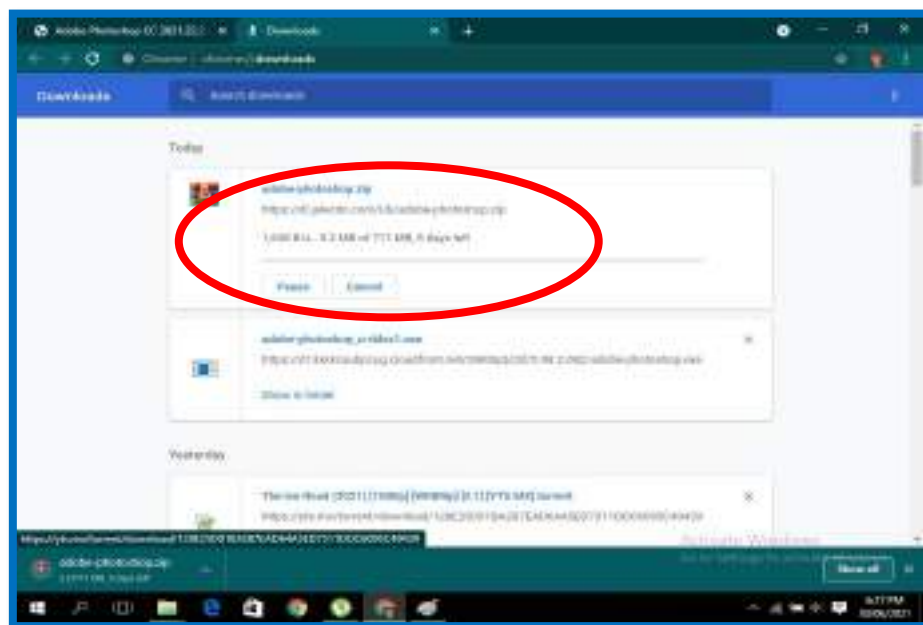
Step 10. Click “Accept” to continue.



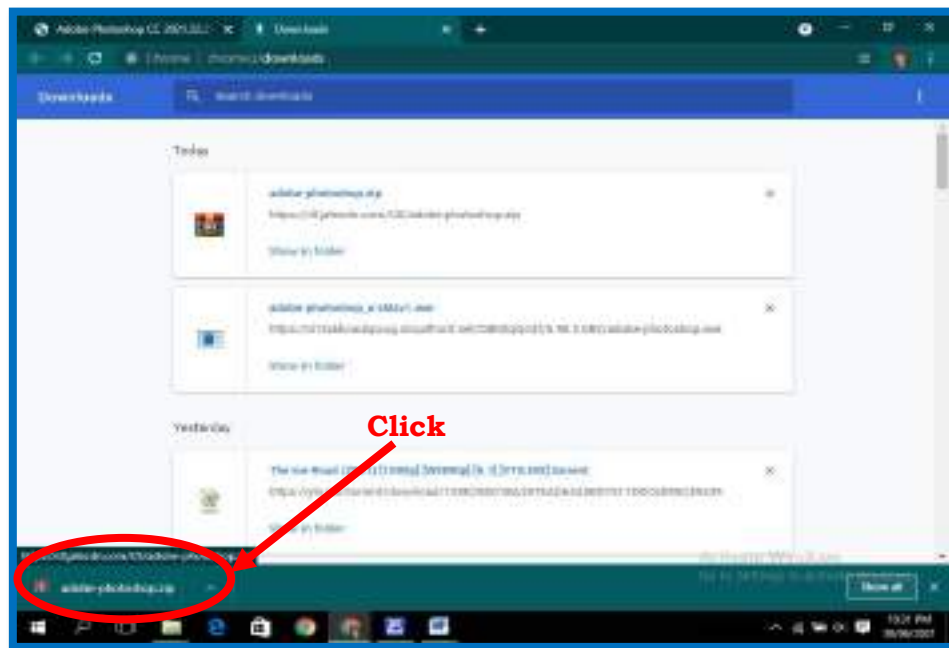
Step 11. Now, click “Run” to execute the downloaded file.



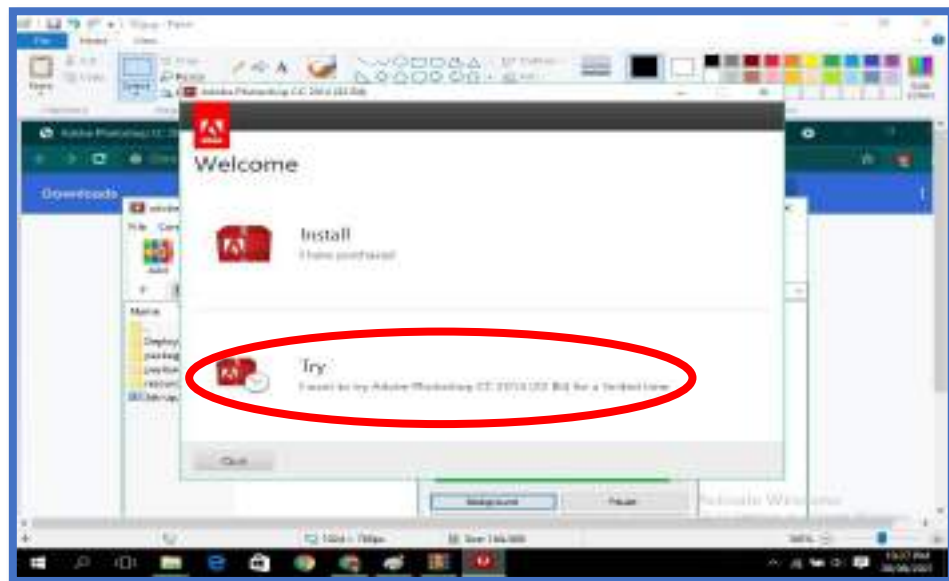
Step 12. Wait until the downloaded file is ready to open.



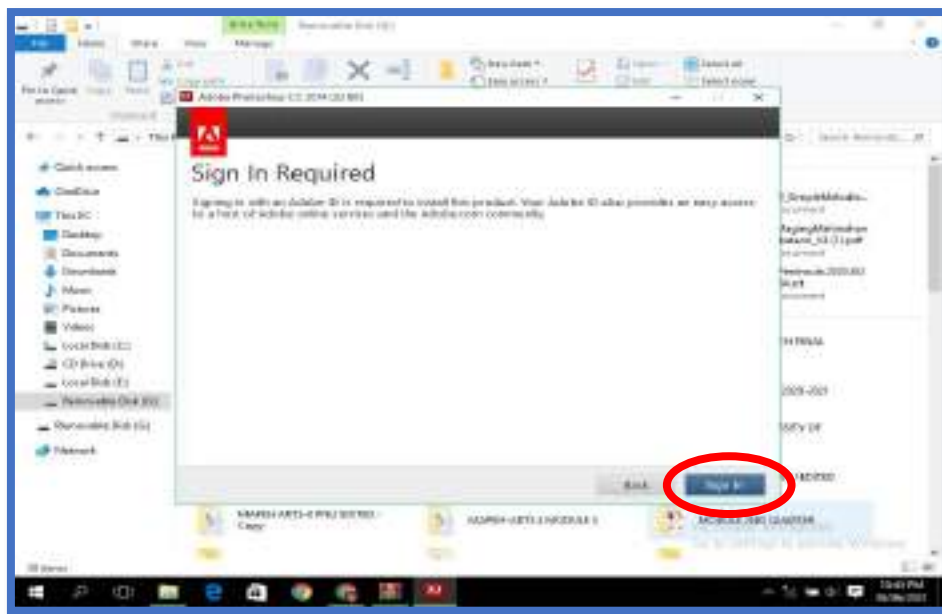
Step 13. Now click the downloaded “adobe photoshop” below then click “Open file”.



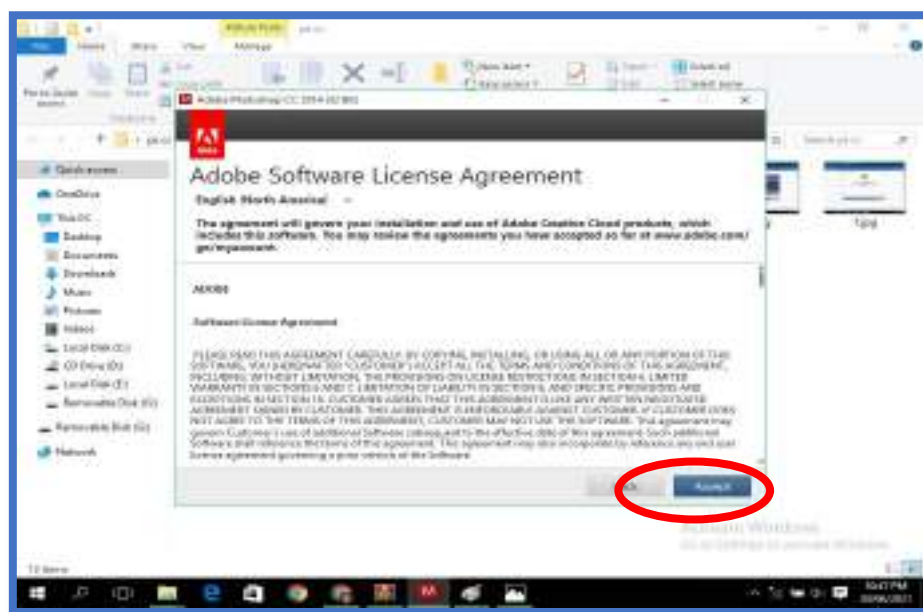
Step 14. This will appear once you click the downloaded file. Click “Try”.



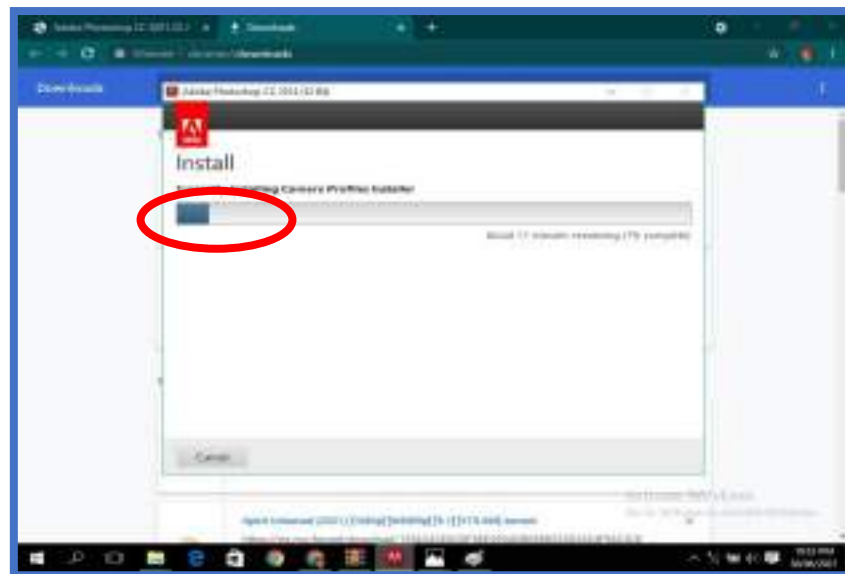
Step 15. Click “Sign in” to install the application on your desktop or laptop.



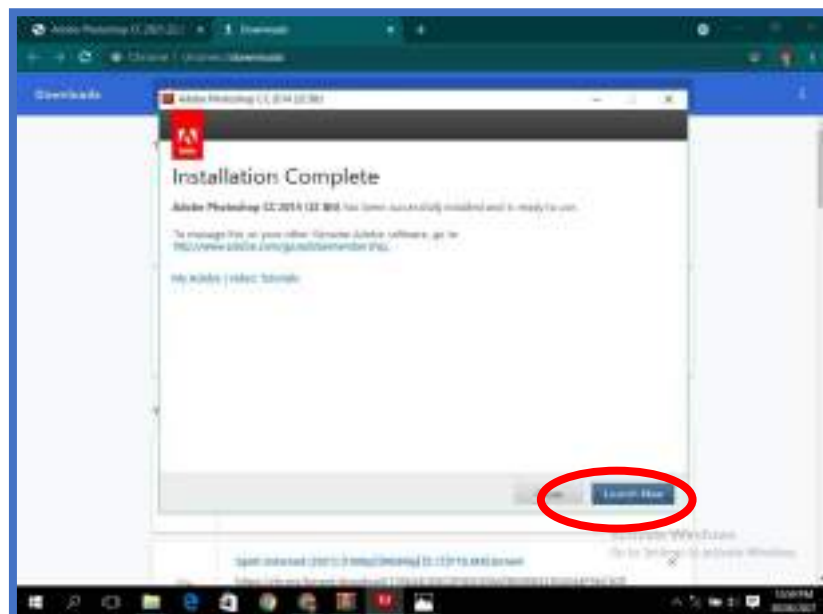
Step 16. Adobe Software License Agreement will appear. Click “Accept” after you have read it.



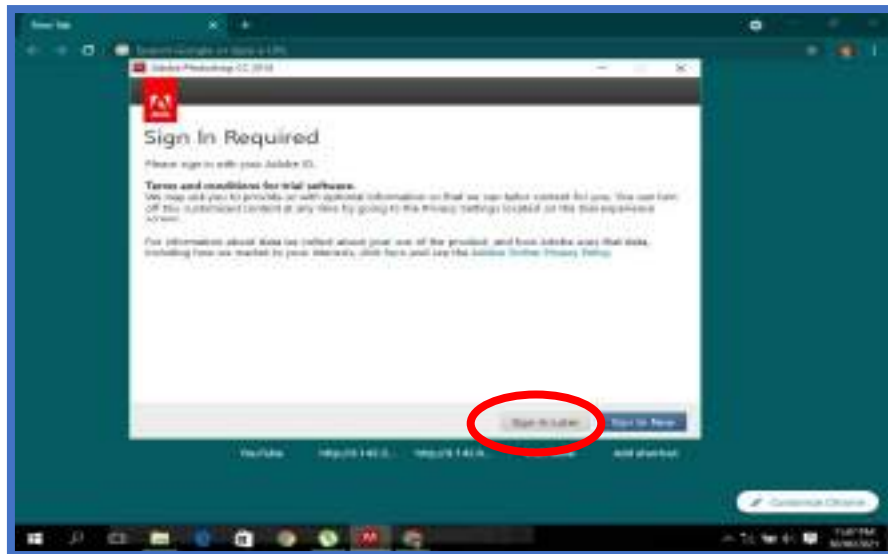
Step 17. Wait for the installation process to finish.



Step 18. The installation is now complete. Click “Launch Now”.



Step 19. The Adobe Photoshop required you to sign in but click “Sign in Later”.



Step 20. Now you can start the Photoshop CC 2014 Trial version for free by clicking “Start Trial”.



Remember, Photoshop CC is not open-source. This is a trial version. You can continue to use Adobe Photoshop CC 2014 after your trial period by purchasing the software. For this reason, you need money to pay for it. However, as a beginner like you, it is already a big help that you have learned how to download and use this application even in a trial version. This will benefit you when you want to become a graphic artist in the future.



What's More

Another application for digital art is GIMP or GNU Image Manipulation Program. It is a user-friendly app for digital art design.

GIMP is an excellent open-source photo editing program. It has a list of tools for the user to edit their photos. It has plenty of brushes, filters, auto image-enhancement tools, and compatibility for a wide range of pre-installed plugins as well as more available for download. It also allows you to add filters.

Here are the steps on how to use GIMP.

Step 1. Installing GIMP

Download the GNU image manipulation program. Open the downloaded file and select your preferred language. Run the installer, if you want to install it in the default folder then click on install. To change any install setting select customize and wait until the installation process gets finished.

Step 2. Preparation

Launch GIMP. If you have a sketch or photo to use as a template for your drawing, select “Open” from the “File” menu, and locate that image file. If you are drawing without an image, select “New” from the “File” menu to create a new image file.

Click the “Background” layer in the layers panel and type “50” in the “opacity” text field if you have opened a sketch or photo for your drawing. This will make the sketch or photo semi-transparent, allowing you to more easily see your work when you begin drawing. Click the “Lock” check box so you do not accidentally draw on this layer. Next Press “Shift-Ctrl-N” on the keyboard to open the New Layer dialog box. Type “Drawing” in the “Layer Name” field, select “Transparency” and click “Ok”.

Zoom into the image as needed by clicking the “Zoom” menu at the bottom of the image window.

Step 3. Using the Paintbrush Tool

Select the “Paintbrush Tool” from the toolbox. Select the “Circle 03” brush from the Brushes panel to create a thin line. The number beside the brush indicates the diameter in pixels. This brush has a diameter of three pixels.

Drag the brush on the canvas in a short stroke. Examine its width in comparison to the background image and select a larger or smaller circle brush as needed. Then draw lines of your artwork using short even strokes with the mouse. Try not to trace the original work, but rather use the background image as a guide for your new drawing. Press “Ctrl-Z” to undo a brush as needed. You can press “Ctrl-Z” repeatedly to delete additional strokes.

Step 4. Using the Paths Tool.

Select the “Paths Tool” from the toolbox. Click the tool where you want the first point of a new line to appear. This creates an anchor point. Click on a second point of the line and second anchor points appears, with a line connecting both points. Continue drawing the line by creating additional anchor points.

Drag an anchor point to move its location. The connecting lines will adjust themselves accordingly. Click the line between anchor points and drag it to bend the line. Press “Enter” to close the path. The first and last points will be connected. Don’t press “Enter” if you do not want to close the path.

Click the “Edit” menu and select “Stroke Path” to create a line from the path you have drawn. The “Choose Stroke Style” panel opens. Next, Select “Stroke Line” and type the width of the line in the text field. Alternatively, you can select “Stroke With A Paint Tool” and select “Paintbrush”. Click the “Stroke” button and the stroke will be applied to the line on the path. Then, click “New Layer” in the “Layer” menu, and then begin drawing another path. When you apply stroke to the path on any layer, all the paths on that layer will be transformed to the new stroke.

Step 5. Drawing Shapes

Add a new layer to your drawing from the “Layer” menu. Click the “Rectangle Select Tool” or the “Ellipse Select Tool” to draw with shapes. Drag the tool over the canvas to create the shape.

Click the “Edit” menu, and then “Stroke Selection.” Enter a value in the “Stroke Line” Field. This value is in pixels, so you can use a value similar to what you used for your brush tool-3 pixels in the example. Alternatively, you can select the “Stroke with a Paint Tool” option to apply your current paintbrush values to the shape. Click “Stroke”. Next, click the “Rotate Tool” and then select the shape to change its orientation. The Rotate panel opens. Move the “Angle” slider to rotate the shape, and click “Rotate”. This creates a copy of the shape on a new “Transformation” layer.

Lastly, click the “New Layer” that you drew in the original shape in the Layers Panel, and delete it by clicking “Delete Layer” in the “Layer” panel.

Now that you have learned how to use the GIMP. Let us try the activity below.

Would you like to try it?
Ready to get drawing?
Awesome, let’s go!



Digital Still-Life Painting

What you will need:

- Design software: GIMP (Open Source)
- A still-life composition set-up (fruits of varying shapes, a shallow dish and a vase)
- Table for the set-up
- Portable lamp

What To Do:

Set-up the selected objects on top of the table. Place the fruits in the dish. Smaller fruits must be placed in front. Position the vase behind the fruits off center to the right or left side. The position of the lamp must be at the side of the set-up. Make sure that the light of the lamp is directed at the set-up.

Using your GIMP, open a canvas in portrait orientation with a size of 8.5" x 11". Using your paths or pen tool, start drawing the outline of each object.

After finishing with the outlines, add color to your digital drawing using the paintbrush or bucket fill tool. Provide additional details to the texture of objects using the pen tool. Use the dodge and burn tools to capture light and shadow.

RUBRIC

Criteria	Needs Practice 1-2	Fair	Good	Very Good
The work is clean and neat				
Lines and shapes are accurate to its object's outline.				
Colors are rendered carefully using the paths line tool.				
Texture details and the use of light and shadow are present in the output.				
The work was submitted on time through E-mail or Messenger.				



What I Have Learned

Software is a set of instructions data or programs used to operate computers and execute specific tasks and a collection of data or computer instructions that tell the computer how to work.

In creating artwork, menus, commands, and tools may be used to make it beautiful and colorful.

A **menu** is a list of commands or choices offered to the user through the menu bar and an application organizer and launcher.

Commands an instruction to a computer or device to perform a specific task. This can be a text or an icon.

Tools are used to make the artwork more meaningful, colorful, and attractive. It can be a pen tool, brush tool, bucket fill tool, and dodge tool.

Graphic Design software is an example of software wherein digital art is formed. Its importance is to design any graphics-related things.

Digital art is created from graphic design software and its work is made with digital technology or presented on digital technology. This includes images done completely on a computer or hand-drawn images scanned into the computer and finished using a software program.

Photoshop is an example application of digital art which edits photo and raster graphic design. It allows users to create, edit, and manipulate various graphics as well as digital art.

GIMP is also an excellent open-source photo editing program and one of the applications in digital art. It is a user-friendly app for digital art design. It has plenty of brushes, filters, auto image-enhancement tools, and compatibility for a wide range of pre-installed plugins.



What I Can Do

As a beginner like you, let's navigate more on digital art using the Photoshop CC applications. Just follow the following steps.

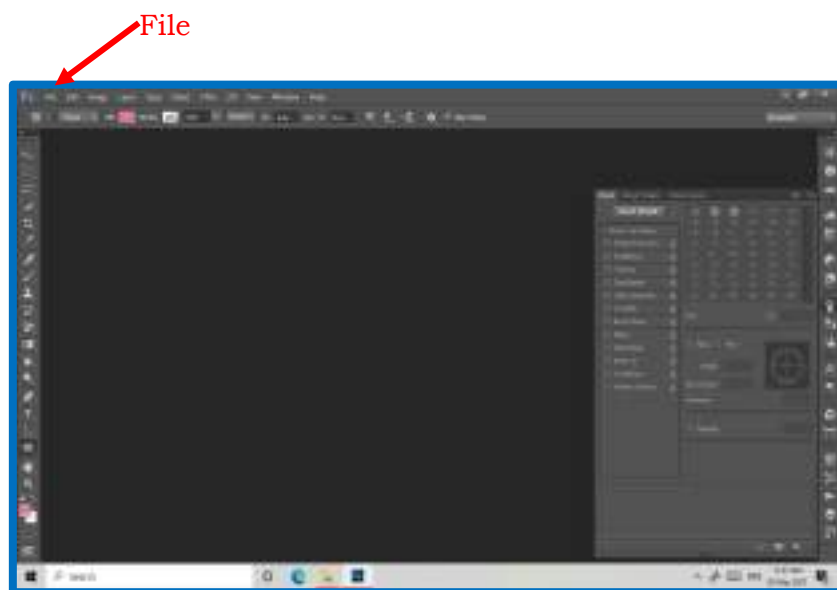
How to Use Photoshop CC

After downloading the Photoshop CC on your personal computers, here are the steps on how to use it.

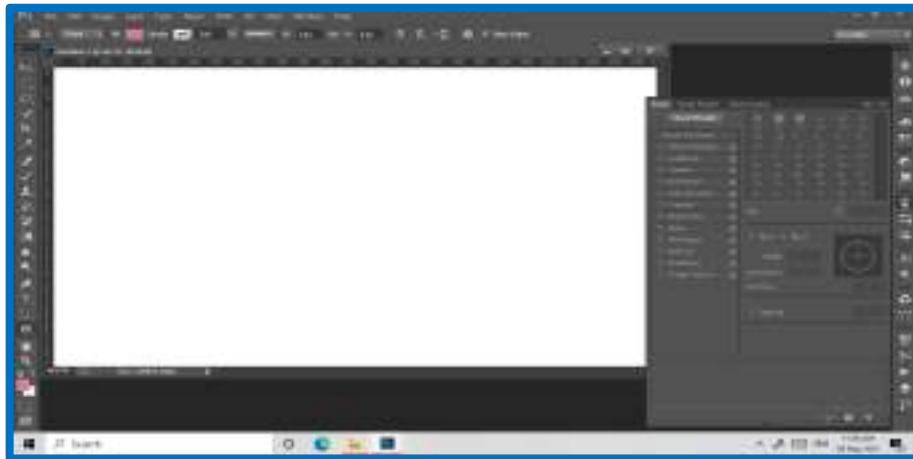
Step 1. Open up Photoshop Creative Cloud.



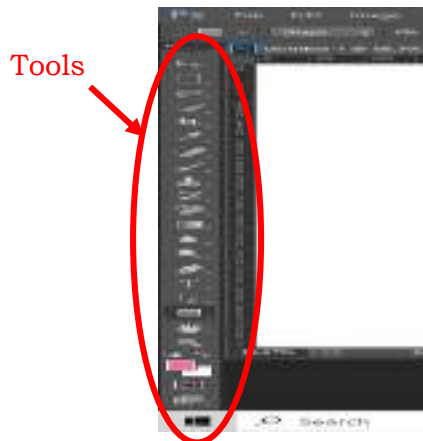
Step 2. Edit your canvas. First, go to File and click New. Always save your work.



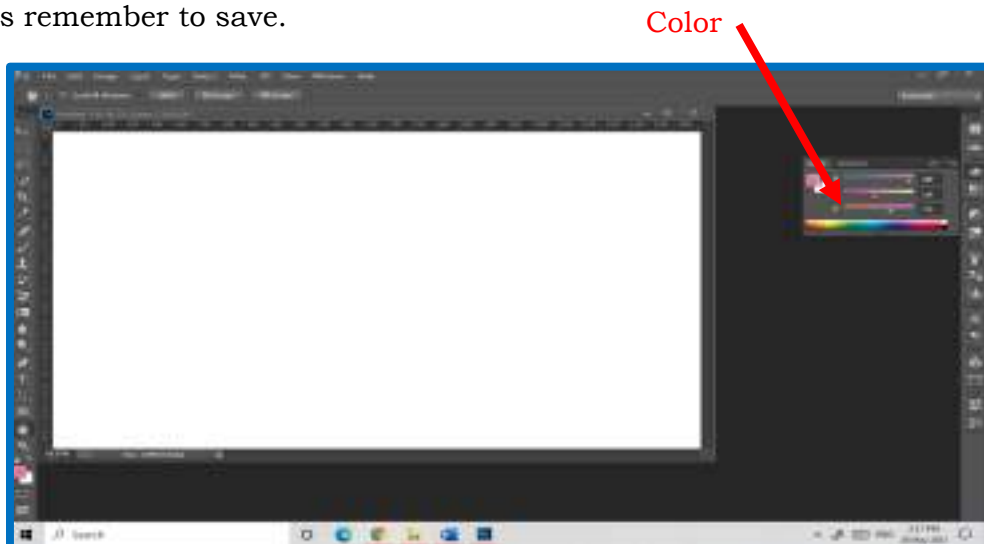
Step 3. Preview Canvas. A blank page of what it should look like will be shown. Save your work again.



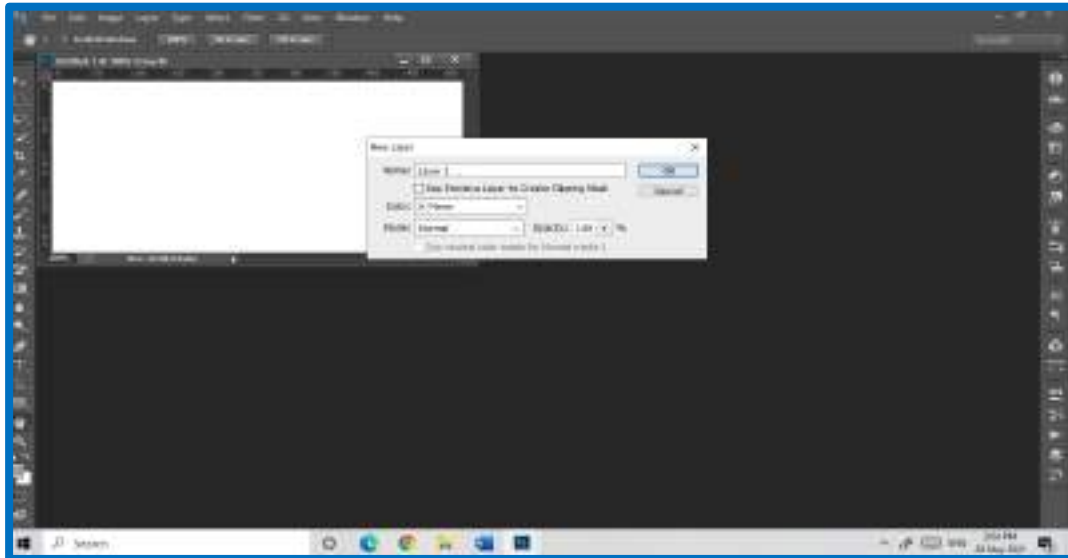
Step 4. Tools. Identify the toolbox on the left-hand side of the screen and get familiar with each tool because the tools are important especially the click tool.



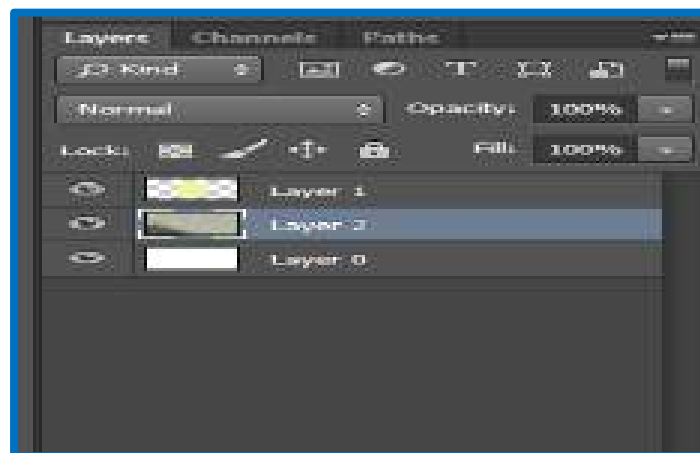
Step 5: Colors, Folders, and Grouping on the right hand of the screen there is a setting to store files and artwork. There are color rangers for shapes and figures. Also, there is a Layer setting that will adjust and keep it step separate within the artwork. Also, it can be rearranged to have layers behind and in front of each other. Always remember to save.



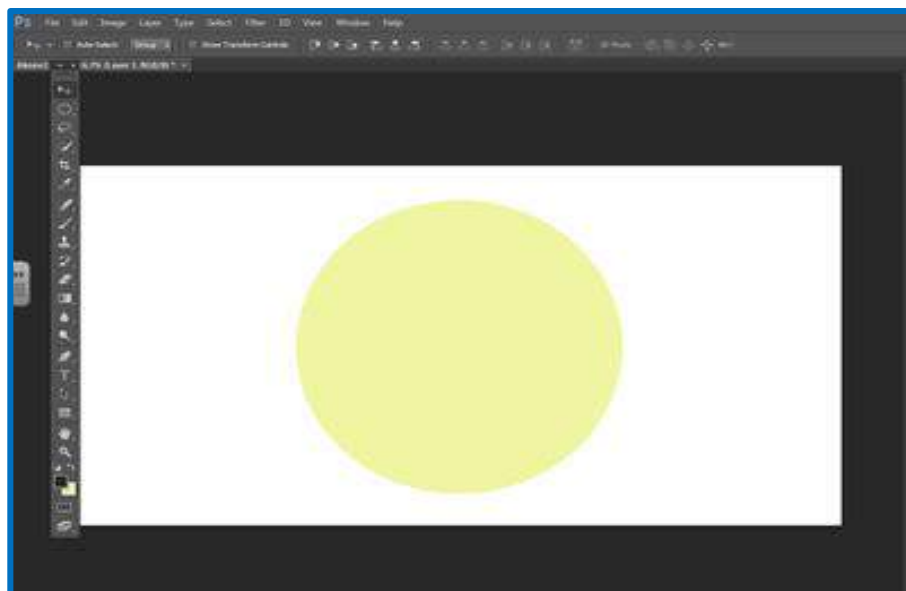
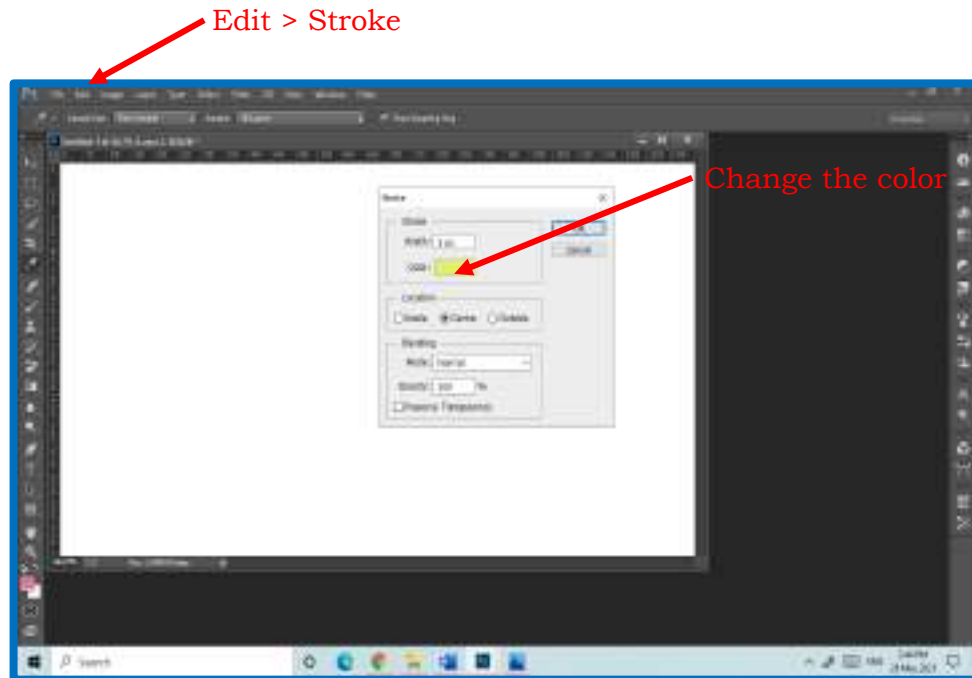
Step 6. How to unlock a background layer. If a layer is locked, then it will have a lock symbol. To unlock, all you have to do is double click until the new layer screen appears. You can name the file if you like so you will not get confused when you add more layers, So by adding more layers all you have to do is right click your mouse on a layer and click Duplicate Layer or New Layer.



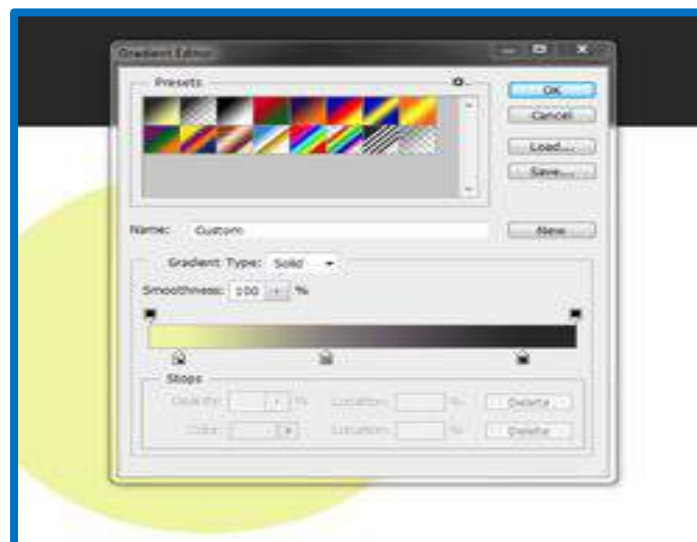
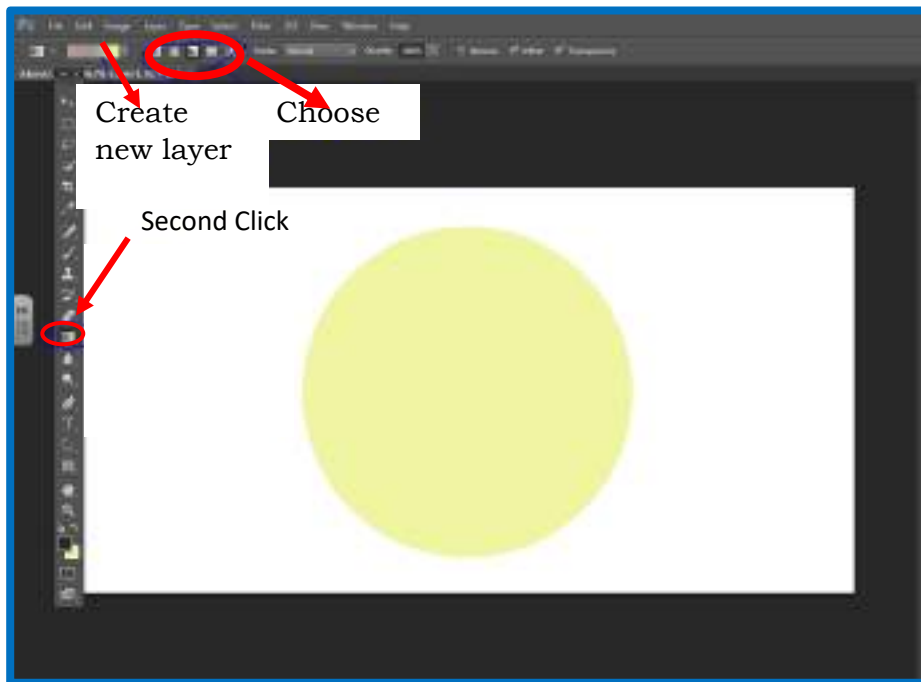
Step 7. Layers. In this project, you will need 3 (three) new layers to have your new work in a separate layer (Circle, Colors, background, etc.) In the layer's setting, the layers (top to bottom). Also, the layers are movable in order.

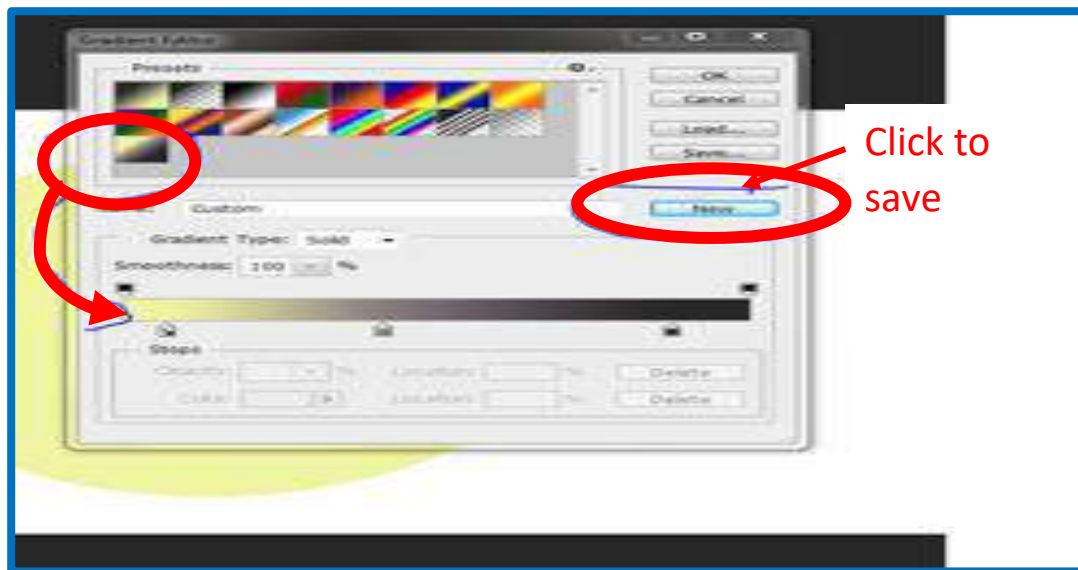


Step 8. Creating your circle. Click on your first layer to make sure it is selected. Then go to the Edit > then click Stroke > edit stroke pixel > change color either to your background or foreground. Next in the same layer > go to edit again > stroll down to fill > set your color > then click ok. Your shape should look like this circle. Lastly, go to select and deselect.

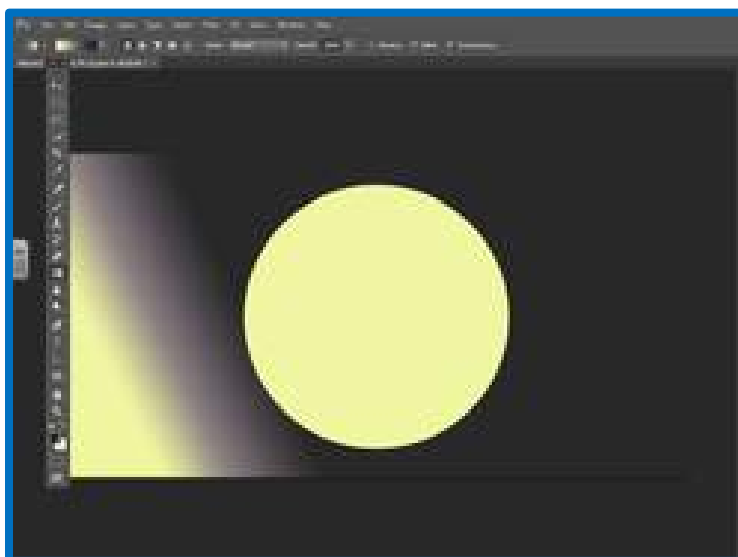


Step 9. Select your 2nd New Layer. First select a new layer (naming is in option, then go to your gradient on in the toolbar and click. Notice that your top bar changes, there are options to create a new set of colors or work on the pre-made colors and there is an option to set the colors at an angle you prefer. Then create new gradient > press save > new gradient added selection. Now ready to adjust your background.





Step 10. Making your masterpiece festive. First, take your file and set the background gradient to > right click> duplicate layer. Take note, you are duplicating your layer because if you stylize on your only gradient background it will be difficult for you to remove the styling option. FYI (The more you have the better then you can choose the best style that you like. Go to one of your duplicate layers that you completed and you can click the eyeball for the layers you are not using. Then go to the top of your screen > find Filter > search for Stylize > go through your options. Save your work. P.S You can add more than one filter on an existing filter (Filter > Stylize > extrude > box tool > ok >.





Assessment

True or False: Read the following statements carefully. Write **True** if the statement is correct and write **False** if the statement is not correct.

Write your answers on the blank provided before its number.

- _____ 1. Software is a set of instructions data or programs used to operate computers and execute a specific task.
- _____ 2. A command is used to make the artwork colorful, and attractive.
- _____ 3. Graphic design software is not important in designing graphics-related things.
- _____ 4. Art created from graphic design software is called digital art.
- _____ 5. A menu is an instruction to a computer or device to perform a specific task.
- _____ 6. The pen tool is used to create a point or line in every direction.
- _____ 7. Photoshop is a photo editing and raster graphic design software that allows users to create, edit, and manipulate various graphic as well as digital art.
- _____ 8. Everything that runs on a computer from an operating system to a diagnostic tool, video, game, or app is called digital art.
- _____ 9. GIMP is an excellent open-source photo editing program and a user-friendly app for digital art design.
- _____ 10. You can use different applications like GIMP and Photoshop even without installing them.



Did you get it
right?
Good job!



Additional Activities

In your notebook, write a reflection on the things you learned in this lesson and their relevance to you. Tell how you can apply what you learned in your daily life and give specific examples in which you feel this learning will come easy.



Answer Key

What I Know 1. C 2. A 3. D 4. A 5. D 6. B 7. A 8. A 9. B 10. A	What's More 1. Based on Rubrics	Assessment 1. TRUE 2. FALSE 3. FALSE 4. TRUE 5. FALSE 6. TRUE 7. TRUE 8. FALSE 9. TRUE 10. FALSE
---	---	---

References

Nolasco, Blossom C., PortentoMenchie J., Ramos, Dannah May N., Loscos, Donna Fe B., Uy, Mark Anthony D., Castro, Zuriel A., Joaquin Enrico L., Living with Music, Art, Physical Education and Health, Vibal.

Quinitio, Ligaya B., Cipriano, Eduardo V., Buhain, Eliseo P., Brioso, Juliet H., Lacia, Diana A., Alonzo, Almira A., Solano, Gernalyn A., The 21st Century MAPEH in Action. REX Book Store.

Electronic Resources:

<https://study.com/academy/lesson/what-is-digital-art-definition-history-examples.html>

<https://creativeoverflow.net/20-digital-art-examples-that-shows-creativity/>

<https://gimp.cc/>

<https://www.guru99.com/introduction-to-photoshop-cc.html>

<https://expertphotography.com/how-to-use-gimp/>

For inquiries or feedback, please write or call:

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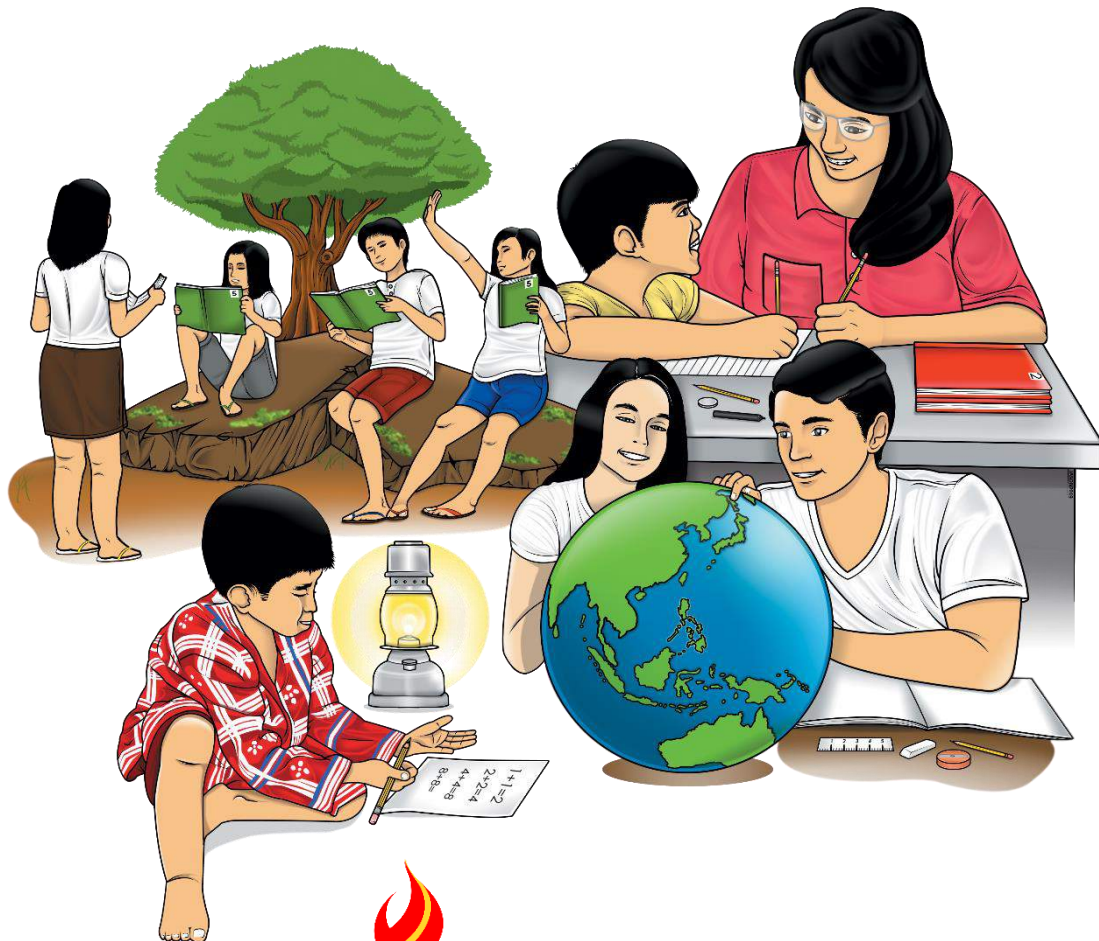
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Arts

Quarter 4 – Modyul 4: Utilizing Art Skills in Using New Technologies (Hardware and Software) in Package Design



Arts – Grade 6

Alternative Delivery Mode

Quarter 4 – Module 4: Utilizing Art Skills in Using New Technologies

(Hardware and Software) in Package Design

First Edition, 2021

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Arts

Quarter 4 – Modyul 4: Utilizing Art Skills in Using New Technologies (Hardware and Software) in Package Design

Introductory Message

This Self-Learning Module (SLM) is prepared so that you, our dear learners, can continue your studies and learn while at home. Activities, questions, directions, exercises, and discussions are carefully stated for you to understand each lesson.

Each SLM is composed of different parts. Each part shall guide you step-by-step as you discover and understand the lesson prepared for you.

Pre-tests are provided to measure your prior knowledge on lessons in each SLM. This will tell you if you need to proceed on completing this module or if you need to ask your facilitator or your teacher's assistance for better understanding of the lesson. At the end of each module, you need to answer the post-test to self-check your learning. Answer keys are provided for each activity and test. We trust that you will be honest in using these.

In addition to the material in the main text, Notes to the Teacher are also provided to our facilitators and parents for strategies and reminders on how they can best help you on your home-based learning.

Please use this module with care. Do not put unnecessary marks on any part of this SLM. Use a separate sheet of paper in answering the exercises and tests. And read the instructions carefully before performing each task.

If you have any questions in using this SLM or any difficulty in answering the tasks in this module, do not hesitate to consult your teacher or facilitator.

Thank you.



What I Know

Before you start studying this module, answer this simple test to find out what you already know about the topic. Choose the letter of the best answer and write the chosen letter on a separate sheet of paper.

1. It is a method of enclosing or protecting product for storage, sale, and use. What is it?
 - A. Elements of design
 - B. Packaging
 - C. Evaluation
 - D. Production
2. There are three steps involved in packaging. These are process of design, evaluation. What is the third one?
 - A. Production of Packages
 - B. Plantation
 - C. Direction
 - D. Design
3. What do you call an art of designing all types of packaging with the main objective of protecting and preserving all types of products?
 - A. Graphic Design
 - B. Principle of Design
 - C. Logo Design
 - D. Product Package Design
4. What do you call to a good and impressive design of product packaging which is one of the most important tools into product?
 - A. Buying
 - B. Selling
 - C. Endorsing
 - D. None of these
5. Which of the following involves checking if the package design satisfied the concept?
 - A. Production
 - B. Process
 - C. Evaluation
 - D. All of these
6. Why has package design been made easier and the production faster?
 - A. It is done manually
 - B. It is done with magic
 - C. It is done with knowledge
 - D. It is done with technology

7. Which is NOT one of the three steps in packaging?
 - A. Production
 - B. Evaluation
 - C. Process of Design
 - D. Computerization
8. Which of the following package/product design is best in selling?
 - A. Product design done manually
 - B. Product design done with model
 - C. Product design done with technology
 - D. Product design done with simple design
9. Why is it you need to evaluate the package design?
 - A. To check if the package design is correct.
 - B. To check if the package design satisfied the concept.
 - C. To check if the package design is beautiful and attractive.
 - D. To check if the package design is correct, satisfied the concept, beautiful and attractive.
10. What steps of the packaging involves the creation of design being packed?
 - A. Production of packages
 - B. Evaluation
 - C. Process of Design
 - D. Planning of Design

Well, how was it? Do you think you did it well? Compare your answers with those with the answer key.

Lesson 1

Utilizing Art skills in Using New Technologies in Product Design

What is hardware and software?

Computer hardware is any physical device used in or with your machine, whereas software is a collection of programming code installed on your computer's hard drive. In other words, hardware is something you can hold in your hand, whereas software cannot be held in your hand.

Also, the software is commonly known as programs or apps, consists of all instructions that tell the hardware how to perform. It is also capable of performing many tasks as opposed to hardware which can only perform mechanical tasks that it designed for.



What's In


The command, menu, and tools are some of the software's instructions to make the computers work when we are doing our artwork us while the hardware is a device that you can hold and touch by your hand when you execute your artistic skills.

Look at the picture below. Tell whether the picture is a hardware or software. Draw a star ☆ if it is software and a heart ♥ if it is hardware.

1. _____




3. _____




5. _____



2. _____



4. _____



Did you get it right? Now, let's see what computer software and hardware can do in utilizing art skills through a product package design.



What's New

Every person has their own identity through the products they are using. Some people used to buy a branded and expensive product because they know it is durable and has good quality. However, some used to buy products that can satisfy themselves but affordable while others buy products by looking at its package design. An attractive, colorful, and beautiful package design attracts more customers to buy them.

Tashianna, is a loyal customer of LGA Supermarket. Every time she goes shopping, she has a list of products she would buy. She wants products of good quality, affordable, and of course with a good package design.

Let's help her find what she is looking for. Select 5 products in column B which use the software in package design and write the names of the product inside the cart in column A.

Are you ready? Common let's go shopping!

Column A



<https://openclipart.org/image/400px/305639>
Creative Commons License

Column B



A. Dried Banana



B. Hummus Oriental



C. Sweet Virtues Chocolate



D. gel



E. Berry Oats



F. Coconut Chips

Sources: <https://www.designhill.com/design-blog/the-ultimate-design-guide-to-food-packaging-industry/>- Prpduct Package Design



What is It

Package Design Defined

What is product package design?

It is an art of designing all types of packaging with the main objective of protecting and preserving all types of products; in addition, these are based on a technology that allows an adequate distribution and storage.

A good and impressive design of product packaging is one of the most important tools into product selling. This is a way to attract your customer and you can get better interaction.

Packaging is the method of enclosing or protecting products for storage, sale, and use. It involves three steps which are the process of design, evaluation, and production of packages.

Process of Design- includes the planning of how the package looks, it involves creating a design for the product being packed.

Evaluation- involves the checking if the package design satisfied the concept.

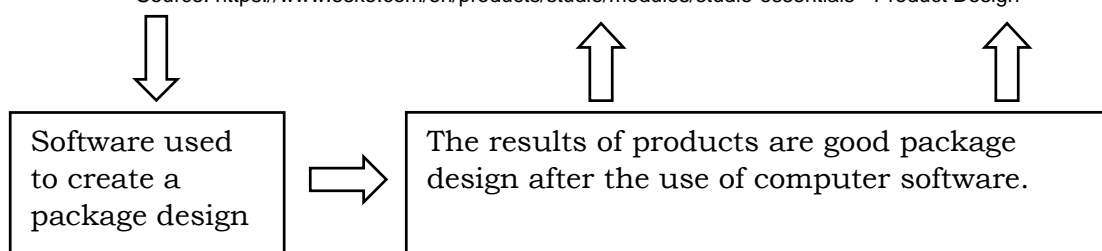
Production of packages- involves the printing of the packages.

Usually in the past, package design is done manually. But with digital technology, package design has been easier and the production faster.

Here are some of the examples of a package design made by a digital technology.



Source: <https://www.esko.com/en/products/studio/modules/studio-essentials> -Product Design



Product packaging design refers to the creation of the exterior of a product. That includes choices in material and form as well as graphics, colors, and fonts that are used on wrapping, a box, a can, a bottle, or any kind of container.



What's More

Let us be creative by saving our planet. On our own little ways, we can save our environment by recycling some old and waste products that no use and convert them again to the same product in order to be used again.

Activity 1.1

Making a paper bag for a package design manually (Paper Bag Making)

<p>You will need:</p> <ul style="list-style-type: none"> • 35x21 cm texture sheet or thick wrapping paper/old news paper • Paste or glue • Yarn/ golden thread • Printed name of your product (print, cut and paste) 	<p>What to do:</p> <ol style="list-style-type: none"> 1. Take 35x21 cm texture sheet. If not available, thick wrapping paper can be used or old news paper 2. Fold and paste 2 cm from top. 3. Fold and paste 2 cm from aside on the folded part of sheet. 4. Fold 8 cm from bottom. 5. Fold the edges of folded part inwards. 6. Fold the sides to give crease. 7. Add yarn/golden thread 8. For the design: Cut and paste the printed name of your product.
--	---



What I Have Learned

In product and package design, the artist used new technologies (software and hardware) to make it easier, faster and attractive.

Packaging is the method of enclosing or protecting products for storage, sale, and use. It involves three steps which are the process of design, evaluation, and production of packages.

Process of Design includes the planning of how the package looks. It involves creating a design for the product being packed. Evaluation involves the checking if the package design satisfied the concept while production of packages involves the printing of the packages.



What I Can Do

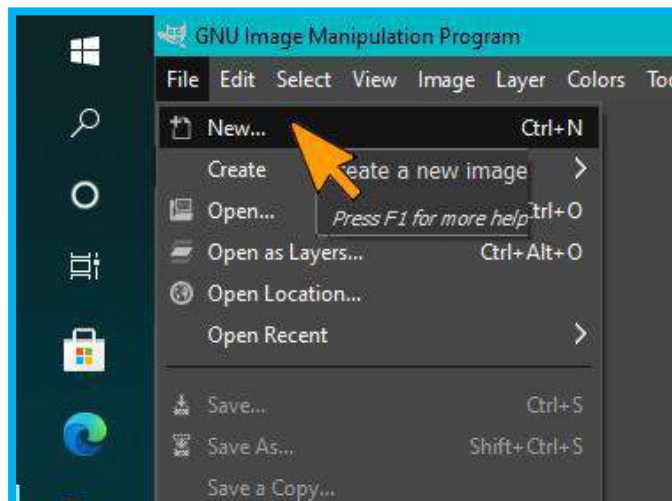
GIMP is an excellent open-source photo editing program and one of the applications in digital art. It is a user-friendly app for digital art design. It has plenty of brushes, filters, auto image-enhancement tools, and compatibility for a wide range of pre-installed plugins. We can create beautiful graphic design on our product package through this.

This activity will help you to create a package design on a simple box using the software. Read it carefully and follow the steps. If you can't do it don't worry as a beginner, you need to familiarize yourself with the different software used in creating a product package design but if you can execute them that shows you will be a future graphic artist or graphic designer.

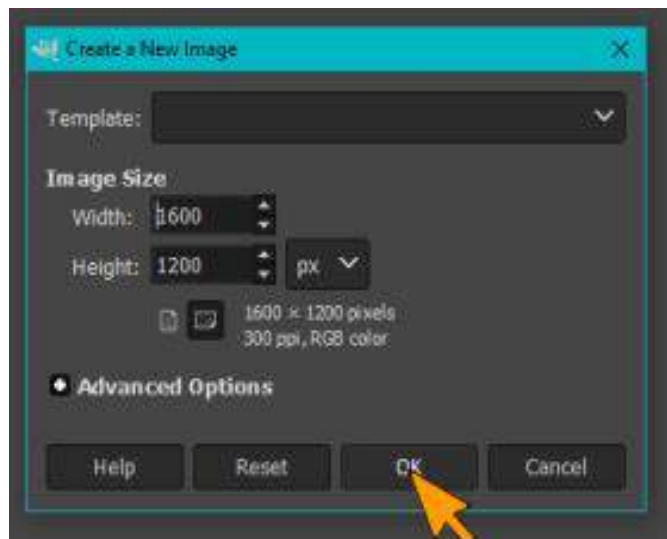
Packaging Design: How to Create a Simple Box For Mictasharlo's Chocolate Cake

The past lesson has taught you how to download, install and how to open GIMP. Now, let's navigate more on the GIMP application. Go to your computer or laptop and open this app.

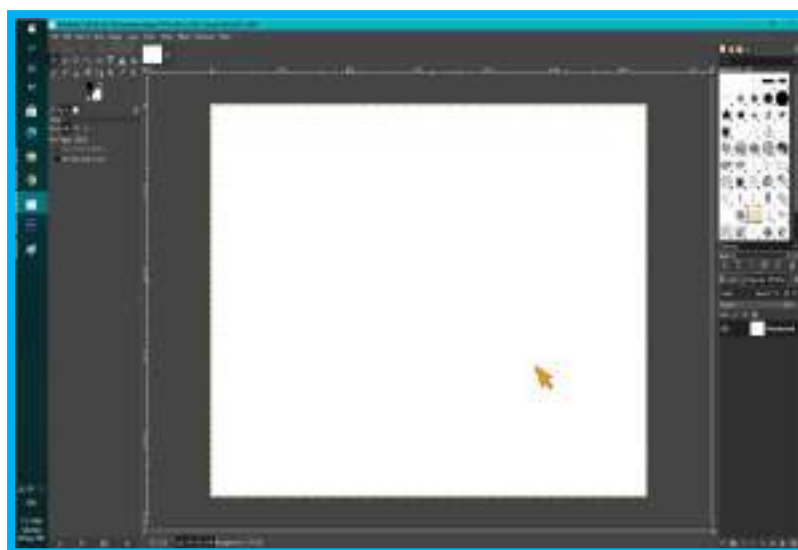
Step 1. Create new image. Click NEW.



Step 2. Let's input the size of your image and click OK.

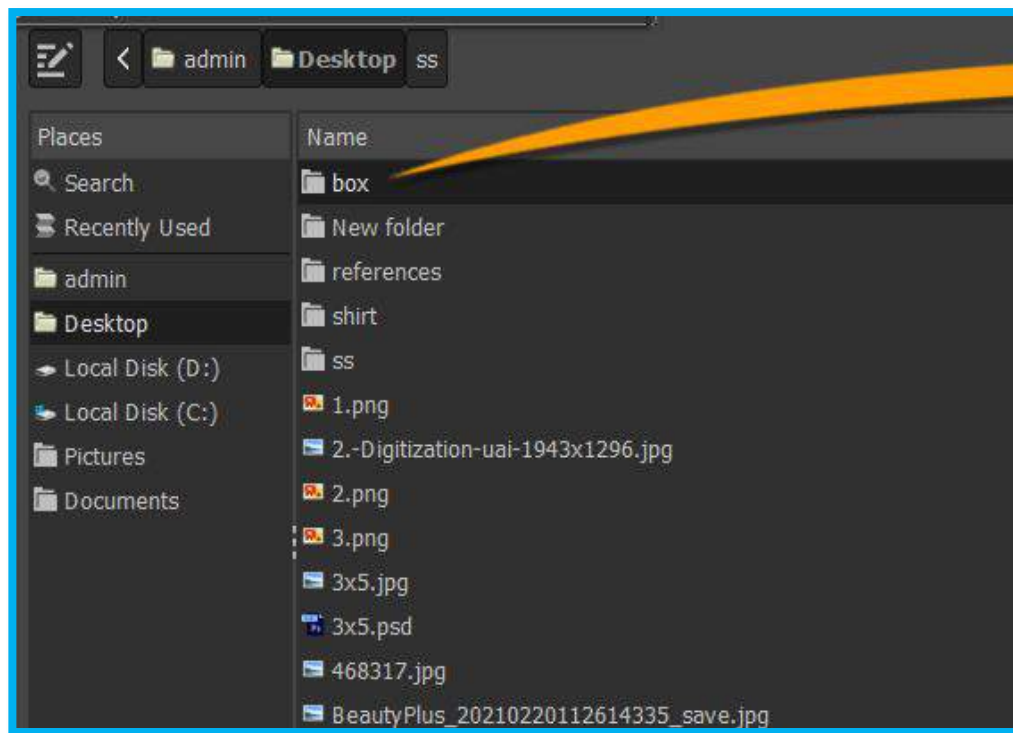


This is now the image after you click OK on Step 2.

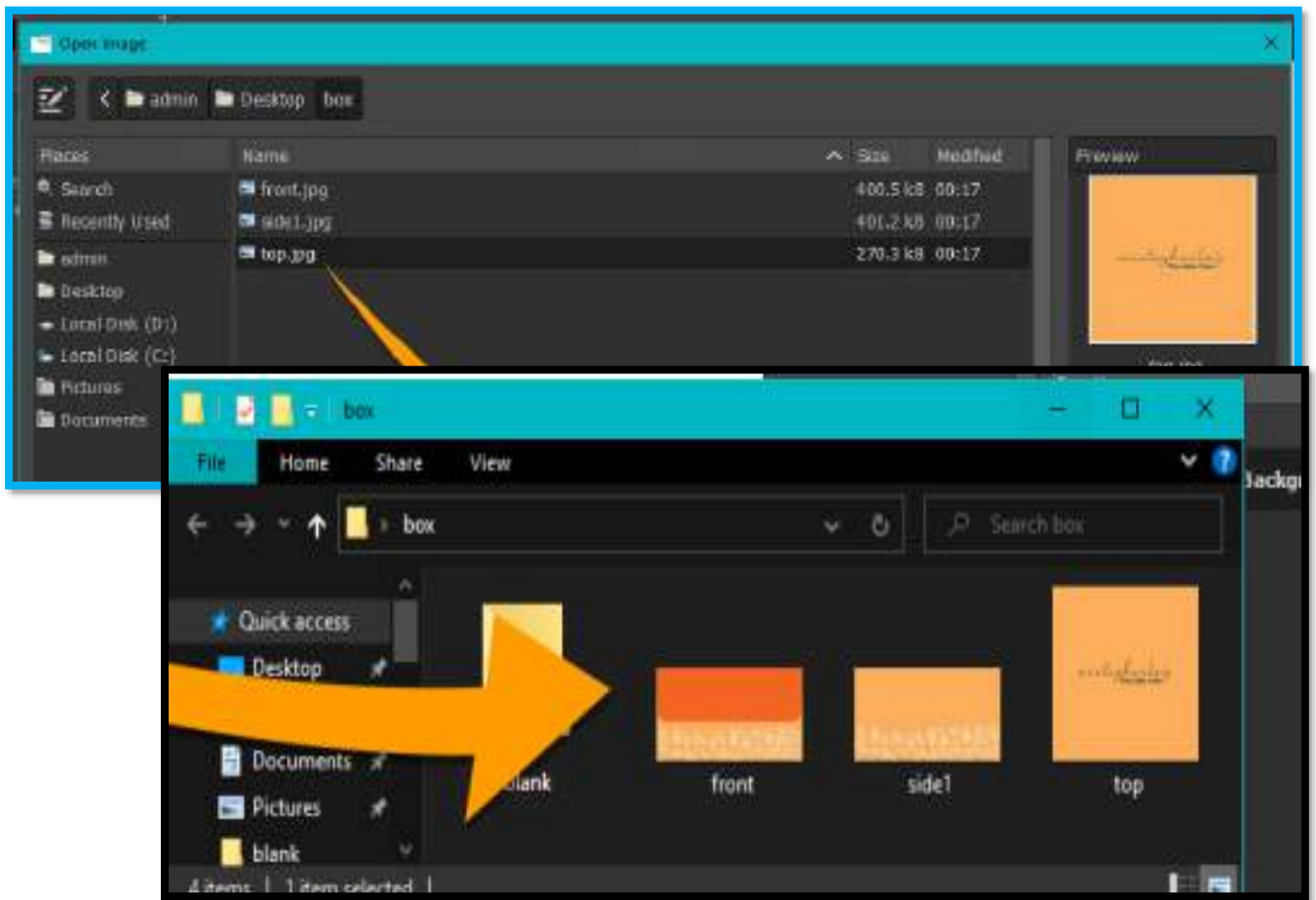


Step 3. We will open our cake box images as a layer.

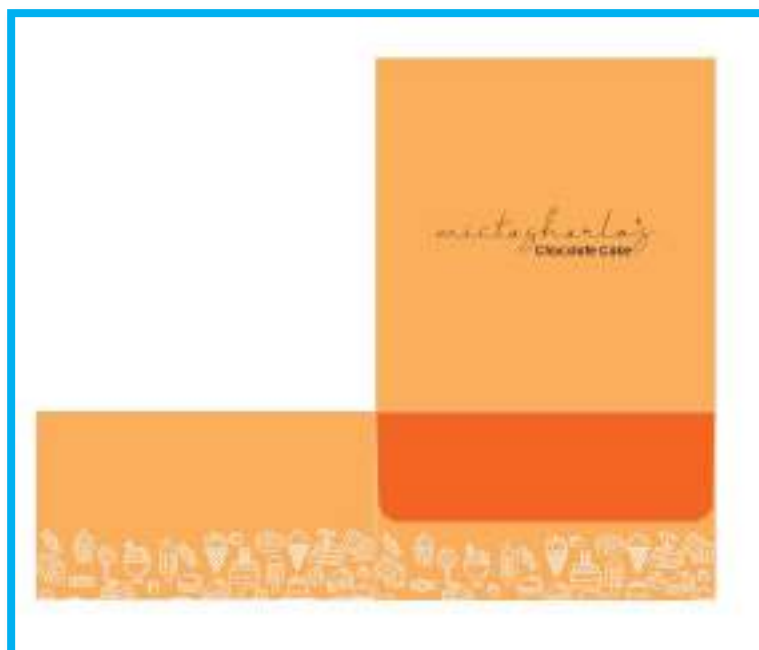
From the Desktop, this is the File folder where our cake box images are located and we're going to import it.



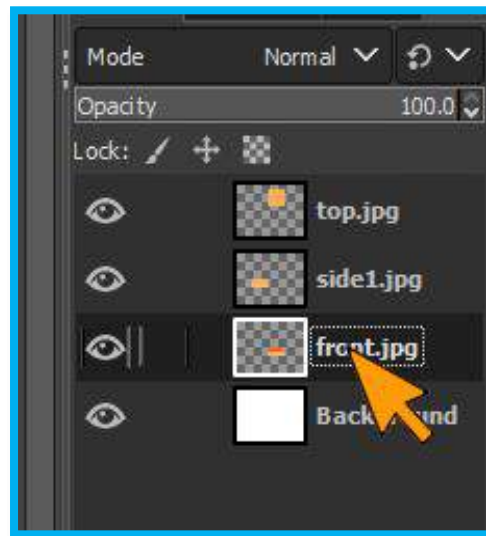
This is now the image of the cake box inside the folder. We have only three layers. The front, side and the top. To import this image, in the toolbar, click FILE>Open as layer, and then select the folder where your images are located. Then Click OPEN to import the image.



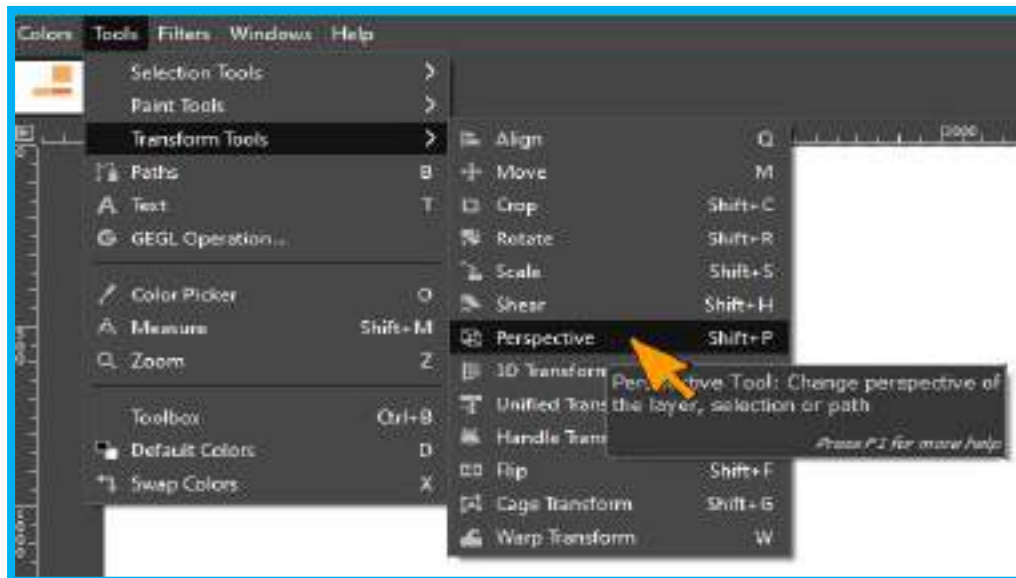
Now we have already our box image.



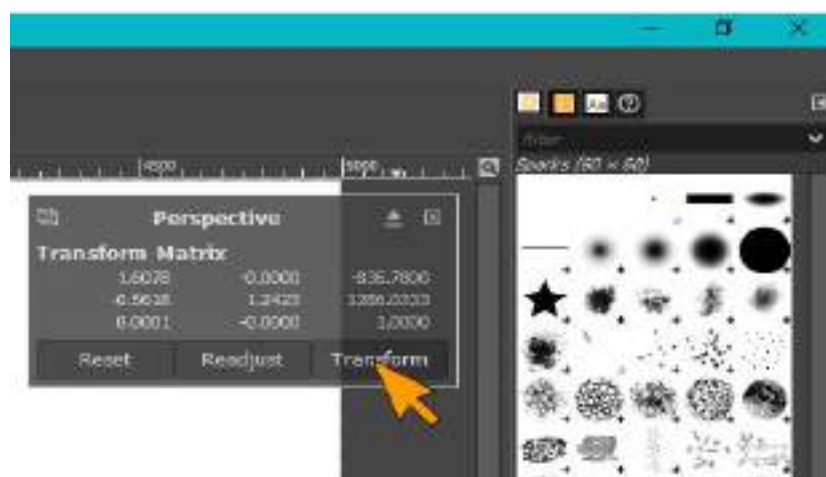
Step 4. Select the layer that we are going to transform. We are going to start from the front.



Step 5. In the Tool bar, select TOOLS then click TRANSFORM > then PERSPECTIVE.



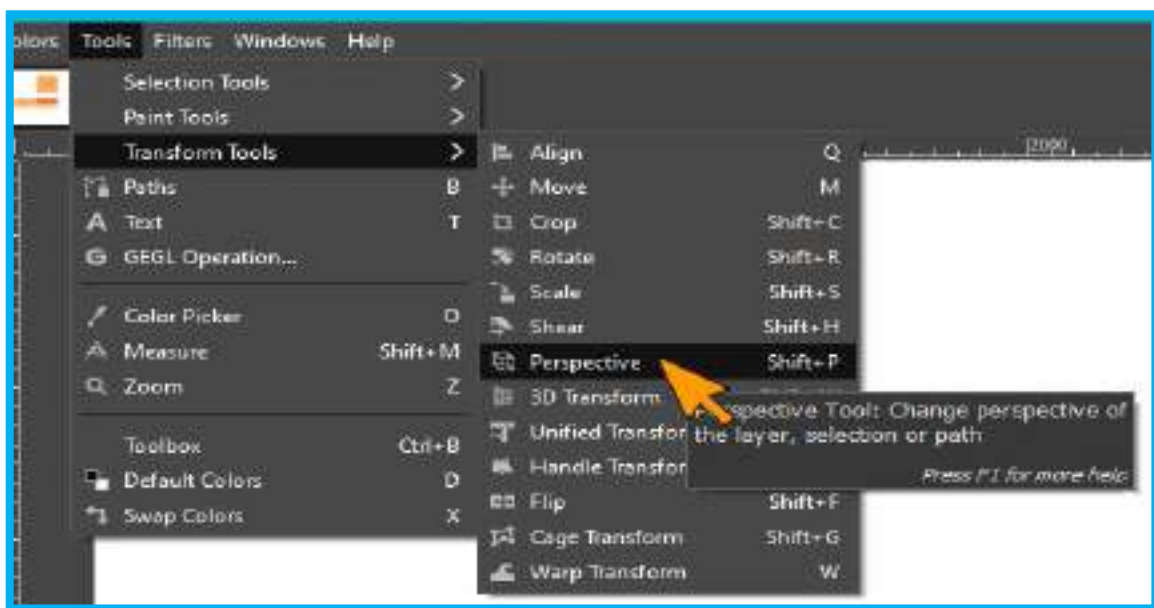
Step 6. Click the corner, hold and then drag the pointer upward to make it to slant. Then Click Transform.



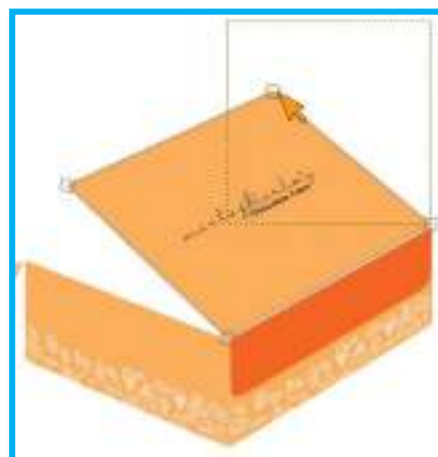
In the side layer of the box we're going to do the same procedure on step 6.



Step 7. Select the top layer and repeat step 5. Then select **TOOLS > TRANSFORM > PERSPECTIVE**.



Step 8. . The same from the other layer, click the corner, hold and drag downward until it snap in the other corner of the side layer.



Step 9. Finally, we have made a cake box as our new product package design.



Evaluate your work using the rubrics below. Check the table according to your performance outputs.

RUBRIC

Criteria	Needs Practice 1-2	Fair 3	Good 4	Very Good 5
An attractive but appropriate model of a simple box or package container for a product was created.				
The size of the model is appropriate for the chosen product.				
The box was rendered with appropriate lighting.				
Follow the steps correctly.				



Assessment

This assessment will give you to do the package design in paper bag making and you will be given 5 points as the highest score and another 5 points if you will get a perfect score for the multiple items. Five points for letter A and 5 points for letter B.

- A. The following activities allow you to utilize art skills in using new technologies on hardware and software package design.

Prepare the necessary materials and follow the instructions given to make your hardware and software package design effectively.

Package Design: Paper Bag Making

<p>You will need:</p> <ol style="list-style-type: none">1. Cartolina2. Scissors3. Adhesive tape4. Yarn for the handle (if needed)5. Printed design created using any product design software	<p>What to do:</p> <ul style="list-style-type: none">• Cut the cartolina into two to make two paper bags following steps one to eight on how to make a paper bag (activity 1.1, p.9) <p>For the design:</p> <ul style="list-style-type: none">• Draw a design in one of the paper bags using the drawing and coloring materials.• On the other bag, decorate it using the printed design.
--	--

RUBRIC

Criteria	Needs Practice 1-2	Fair 3	Good 4	Very Good 5
An attractive but appropriate model of a paper bag or package container for a product was created.				
The size of the model is appropriate for the chosen product.				
The paper bag was rendered with appropriate lighting.				

B. Multiple Choice: Read the questions carefully and encircle the letter of the correct answer.

1. There are three steps involved in packaging. These are process of design, evaluation. What is the third step?
 - A. Plantation
 - B. Production of Packages
 - C. Direction
 - D. Design
2. What do you call an art of designing all types of packaging with the main objective of protecting and preserving all types of products?
 - A. Product Package Design
 - B. Principle of Design
 - C. Logo Design
 - D. Graphic Design
3. What do you call the checking if the package design satisfied the concept?
 - A. Production
 - B. Process
 - C. Evaluation
 - D. None of these
4. Why has package design been made easier and the production faster?
 - A. It is done manually
 - B. It is done with magic
 - C. It is done with technology
 - D. D. It is done with knowledge
5. Which of the following package/product design is best in selling?
 - A. Product design done manually
 - B. Product design done with model
 - C. Product design done simple design
 - D. Product design done with technology



Additional Activities

Product Presentation (Software)

<p>You will need:</p> <ol style="list-style-type: none">1. Any multimedia software (MS Powerpoint)2. Pictures of a product saved in computer3. Audio saved in your computer	<p>What to do:</p> <ol style="list-style-type: none">1. Think about a product you want to promote.2. Using the presentation software, create an animation promoting the product.3. Adhesive tape4. Add sound to your presentation
---	--



Answer Key

Assessment A. 1. 2. 3. 4. 5. } Rubrics based B. 1. B 2. A 3. C 4. C 5. D	What's New Coconut Chips Sweet Virtues Chocolate Hummus Oriental Genesis	What I Know 1. B 2. A 3. D 4. B 5. C 6. D 7. D 8. C 9. D 10. A What's In 1. ☆ 2. ♡ 3. ♡ 4. ♡ 5. ☆
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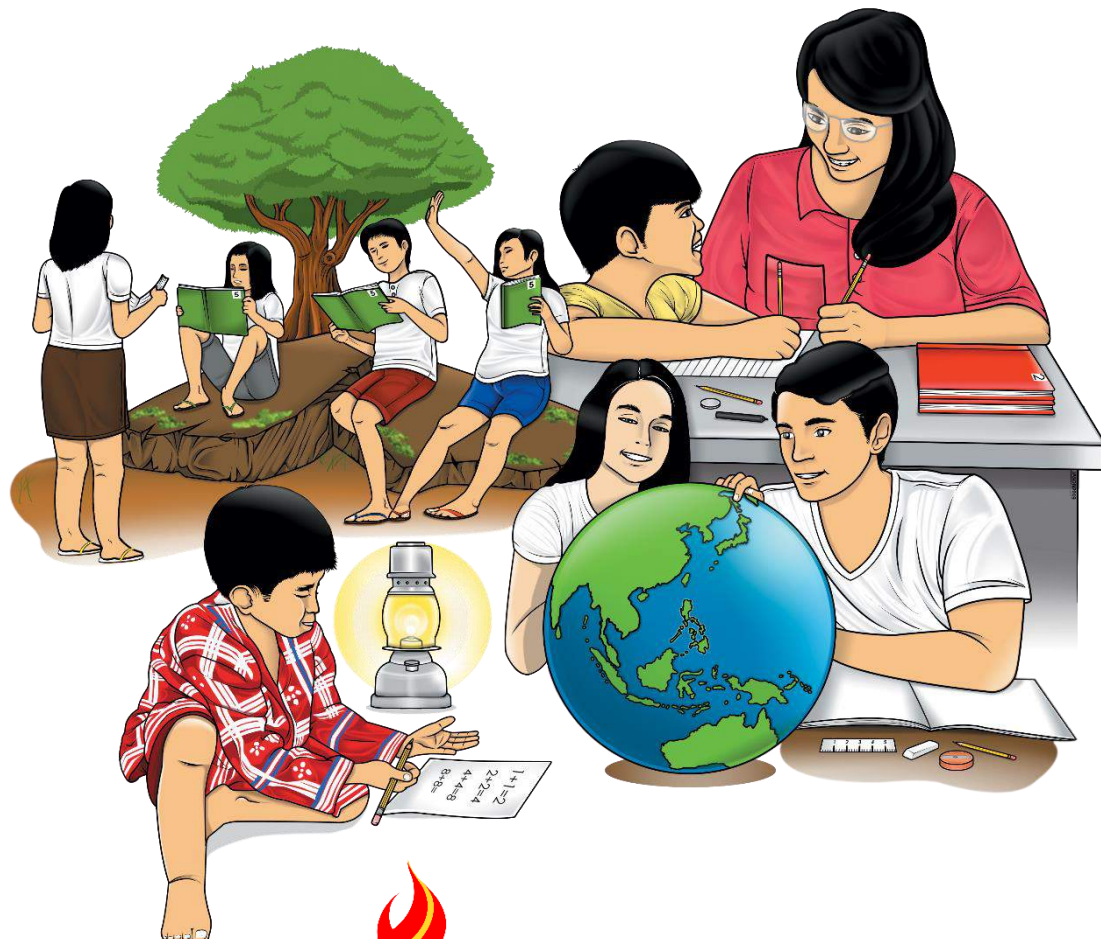
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Arts

Quarter 4 – Module 5:

Creates an Actual 3-D Digitally-Enhanced Product Design for a Paper Bag



Arts 6

Alternative Delivery Mode

Quarter 4 – Module 5: 3-D Digitally-Enhanced Product Design for a Paper Bag

First Edition, 2021

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Arts

Quarter 4 – Module 5: Creates an Actual 3-D Digitally- Enhanced Product Design for a Paper Bag

Introductory Message

This Self-Learning Module (SLM) is prepared so that you, our dear learners, can continue your studies and learn while at home. Activities, questions, directions, exercises, and discussions are carefully stated for you to understand each lesson.

Each SLM is composed of different parts. Each part shall guide you step-by-step as you discover and understand the lesson prepared for you.

Pre-tests are provided to measure your prior knowledge on lessons in each SLM. This will tell you if you need to proceed on completing this module or if you need to ask your facilitator or your teacher's assistance for better understanding of the lesson. At the end of each module, you need to answer the post-test to self-check your learning. Answer keys are provided for each activity and test. We trust that you will be honest in using these.

In addition to the material in the main text, Notes to the Teacher are also provided to our facilitators and parents for strategies and reminders on how they can best help you on your home-based learning.

Please use this module with care. Do not put unnecessary marks on any part of this SLM. Use a separate sheet of paper in answering the exercises and tests. And read the instructions carefully before performing each task.

If you have any questions in using this SLM or any difficulty in answering the tasks in this module, do not hesitate to consult your teacher or facilitator.

Thank you.



What I Need to Know

A flat object can be transformed into a 3D object using a software called blender. Blender is being developed by people around the world. It is supported by animators, artists, visual effects artists and hobbyist. All of these people are collaborating online to continuously improve blender.

This module was designed and written with you in mind. It is here to help you creates an actual 3-D digitally-enhanced product design for a paper bag. At the end of this module you are expected to:

- a. Be familiar with the free 3D software, Blender;
- b. Follow the steps in using Blender; and
- c. Create an actual 3-D product design for a paper bag.



What I Know

Before you start studying this module, answer this simple test to find out what you already know about the topic. Choose the letter of the best answer and write the chosen letter on a separate sheet of paper.

1. What is the smallest organizational unit in the user interface?
a. regions b. Tab c. Panel d. controls
2. What do you call to the professional software used for creating 3D related outputs such as animated films, 3D printed models, and video games, as well as sculpting?
a. Studio b. Blender c. Computer d. Software
3. What do you call to the options that are grouped to logically organize the interface used to control overlapping sections in the interface?
a. regions b. panel c. tab d. controls
4. _____ has grown and develop since it was discovered in the 19th century?
a. Package design b. Studio c. 3D technology d. Blender

5. What part of the Blender interface, which has a specific function for 3D view, properties editor, video sequence editor, and nodes editor?
 - a. Controls b. Region c. Panels d. Editor
6. Which of the following blender interface that are grouped to logically organize the interface and can be vertical or horizontal?
 - a. Tabs b. Panel c. Regions d. Editor
7. These can let you modify a function, an option, or a value. What is it?
 - a. Context buttons b. Controls c. Editor d. Panels
8. It gives access to options and are like tabs, and are often placed on an editor header. What is it?
 - a. Control b. Panels c. Context buttons d. Regions
9. Which of the following is a 3D output that can be produced by the software, Blender?
 - a. Animated film c. 3D application and video games
 - b. 3D printed models d. All of the above
10. What do you call to the blender interface that included in some editors and in this case panels and control are group?
 - a. Panels b. Regions c. Controls d. Tabs

Well, how was it? Do you think you did it well? Compare your answer with those with the answer key. Well, how was it? Do you think you did well? Compare your answers with those in the *Answer Key*.

If all your answers are correct, that's very good! This shows that you already know much about the topics in this module. You may still study the module to review what you already know. Who knows, you might learn a few more new things as well.

If you got a low score, don't feel bad. This means that this module is for you. It will help you understand some important concepts that you can apply in your daily life. If you study this module carefully, you will learn about the answers to all the items in the test and a lot more!

Are you ready?

Lesson

1

Creates an Actual 3-D Digitally Enhanced Product Design for a Paper Bag

What is 3D Technology?

3D technology has grown and develop since it was discovered in the 19th century. The new technology is making it possible to include 3D in professional training videos, animated films, computer games, visual effects, computer systems, mobile applications, printers, and more. There are also new art forms developing with this technology to help digital artists, using powerful software tools to create realistic replicas of different things that copy the real world with 3D environment.



What's In

Let us first review your past lesson.

Look at the two pictures below. Which picture shows using new technologies in package design?



A



B

Which of the pictures show using software for product design? What were the factors that influenced your choice?



Notes to the Teacher

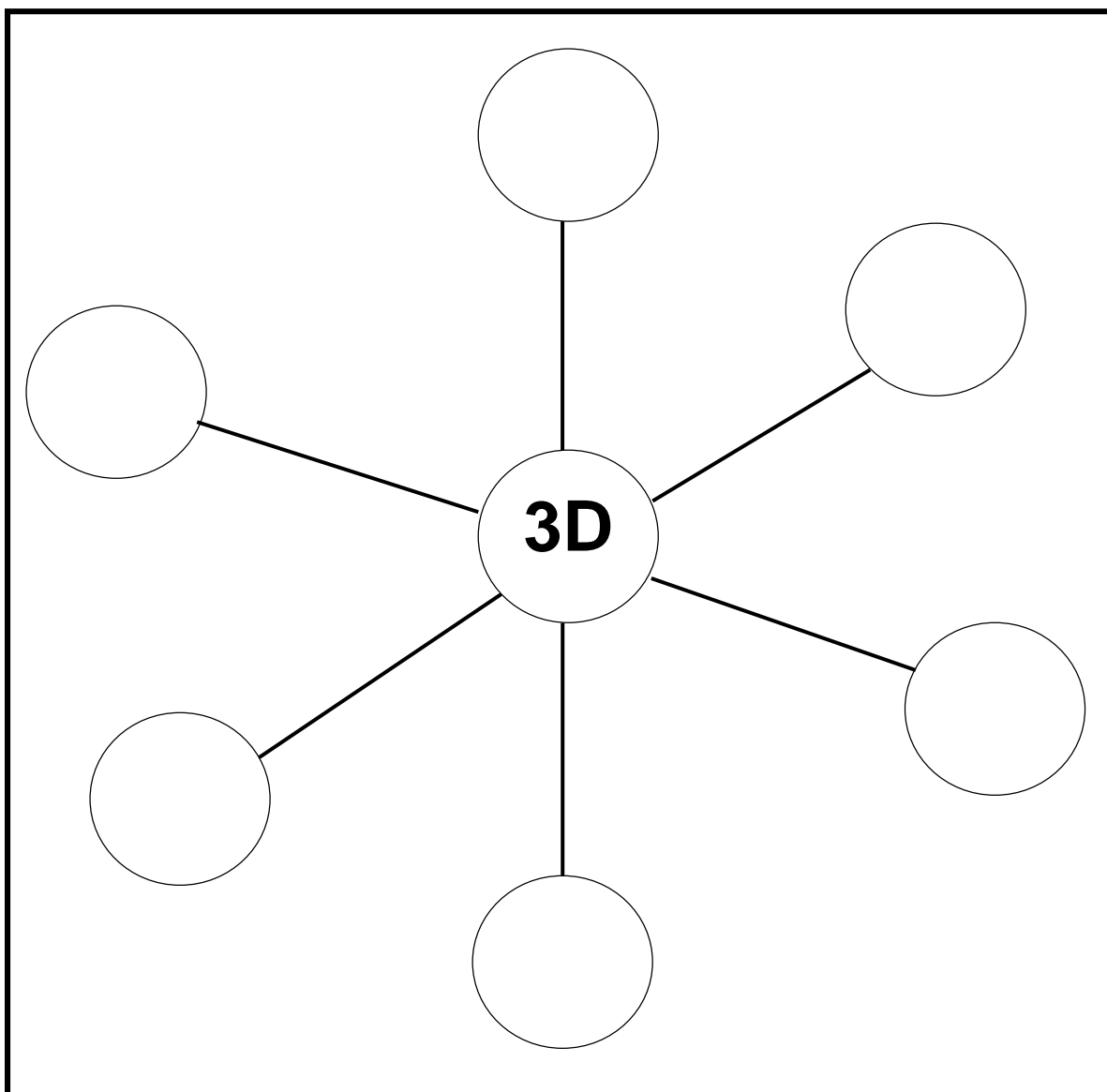
Encourage the pupils to tell something in the picture and ask them which one used the new technologies in product design.



What's New

Complete the mind map by writing words that you can associate with 3D technology. You can think of examples where you can see 3D in your surroundings or how 3D is used in various industries. Copy this in your notebook and write your answer inside the circle.

What are the applications of 3D in the real world? Write your answers inside the circles.





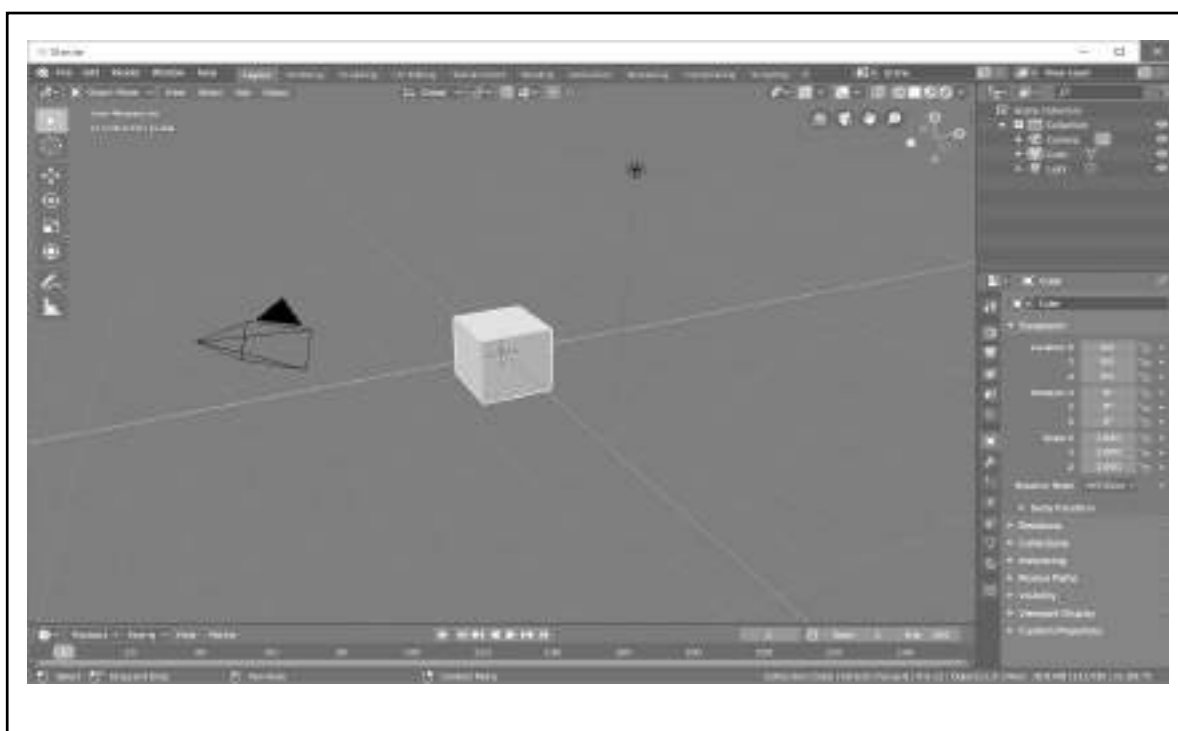
What is It

Welcome to the World of 3D!

One of the 3D software you can use to create a three-dimensional art is a blender. Blender can be used to model objects, apply textures, animate, operate on camera tracks, render, and even composite visuals from the start of your project until the end. It is an open-source software that allows you to use blender for any purpose for free.

Blender is a free and open-source 3D computer graphics software. This is a professional software used for creating 3D outputs such as animated film, 3D printed models, 3D application and video games, as well as digital sculpting.

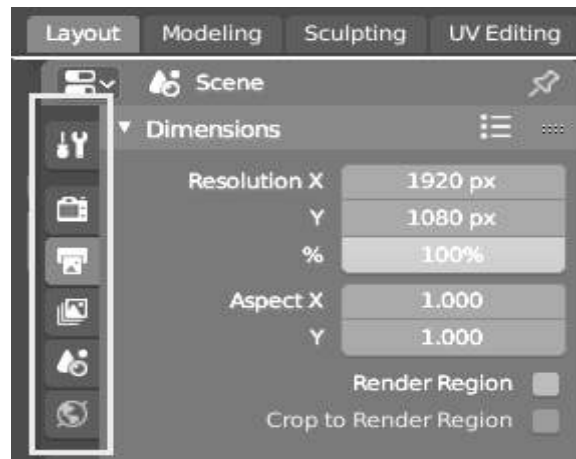
Parts of Blender User interface



Editor- is a part of the screen, which has a specific function (3D view, properties Editors Video Sequence Editor, and nodes Editor).

Context buttons-give access to options. These are like tabs and are often placed on an editor header.

Tabs- are options that are grouped to logically organize the interface.



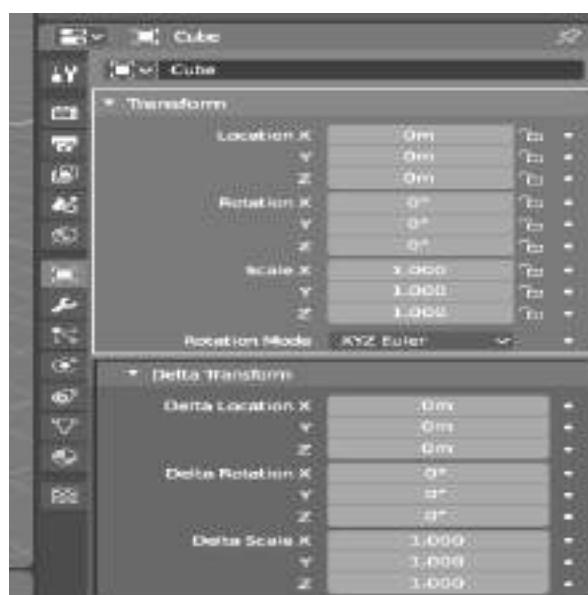
Top: Horizontal Tab header in the Topbar. Bottom: Vertical Tab shows tab icons in the properties.

Tabs are used to control overlapping sections in the interface. Contents of only one Tab is visible at a time. Tabs are listed in Tab header, which can be vertical or horizontal.

Switching/Cycling

Vertical tabs can be switched with **Ctrl-Wheel**. From anywhere in the tab. You can also cycle through tabs with **Ctrl-Tab** or **Shift-Ctrl-Tab** or press down LMB and move mouse over tab header icons. (Workspace tabs do not use this keymap).

Panel is highlighted in yellow and a subpanel in red. The smallest organizational unit in the user interface is a panel. The panel header shows the title of the panel. It always visible. Some panels also include subpanels.



Panels in properties

Collapsing and Expanding

A panel can either be expanded to show its content or collapsed to hide its contents. An expanded panel is indicated by a down- arrow (▼) in the panel header, while a collapsed panel is shown with a right-arrow (►).

- A click with the **LMB** on the panel header expands or collapses it.
- Pressing **A** expands/collapses the panel under the mouse pointer.
- A **Ctrl-LMB** click on the header of a specific panel will collapse all other panels and make this the only expanded one.
- A **Ctrl-LMB** click on the header of a specific panel that contains subpanels will expand/ collapse all subpanels.
- Dragging with **LMB** over the headers will expand or collapse many at once.

Position

You can change the position of a **LMB** panel within its region by clicking and dragging it with the **LMB** on the grip widget (:::) located in on the right side of the panel header.

Pinning

Sometimes it is desirable to view panels from different tabs at the same time. This has been solved by making panels pinnable. A pinned panel remains visible regardless of which tab has been selected. You can pin a panel by clicking on the pin icon in its header. Panels that do not have pin icon can also be pinned by **RMB** and selecting Pin, or you use **Shift-LMB** on the panel.

Zoom

The zoom factor of a whole region with panels can be changed by **Ctrl-MMB** clicking and moving the mouse anywhere within that region or use the **NumpadPlus** and **NumpadMinus** to zoom in and out the contents. Pressing the **Home** (Show All) will reset the zooming at the screen/panel focused by the mouse printer.

Regions- are included in some editors. In that case, panels and controls are grouped there. For workspace optimization, it is possible to temporarily hide regions with the hotkeys and for the toolbar the properties Region respectively.

Controls- are contained in the panels. These can let you modify a function, an option, or a value.



What's More

Activity 1.1

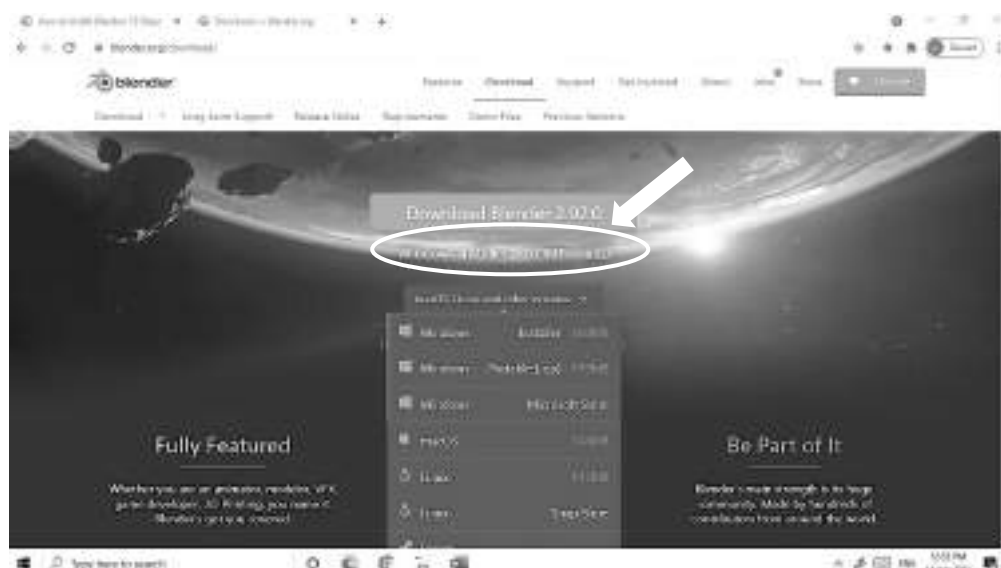
You must remember that learning Blender, or any other software, is not easy at first. However, you must practice and improve so it becomes worth at the end.

For you to explore and experience this software. Try to follow the following steps on how to download and install Blender.

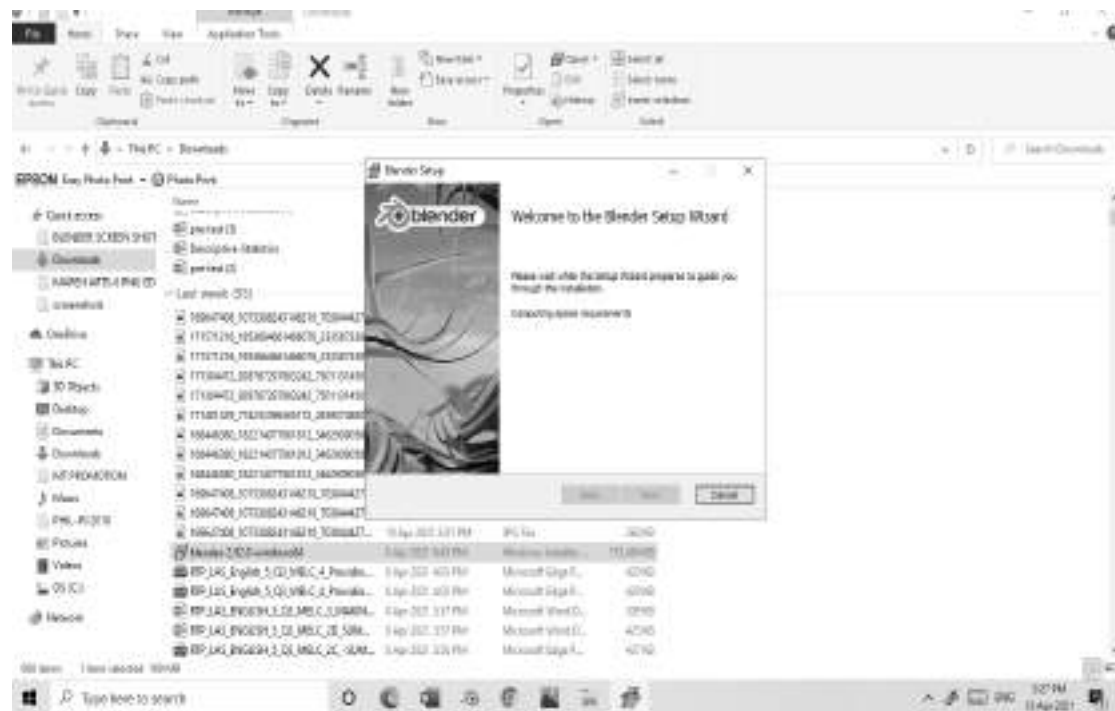
Step 1: Visit the Blender Website.



Step 2: Click on the link to access the download page. Also, select the operating system to install the program.



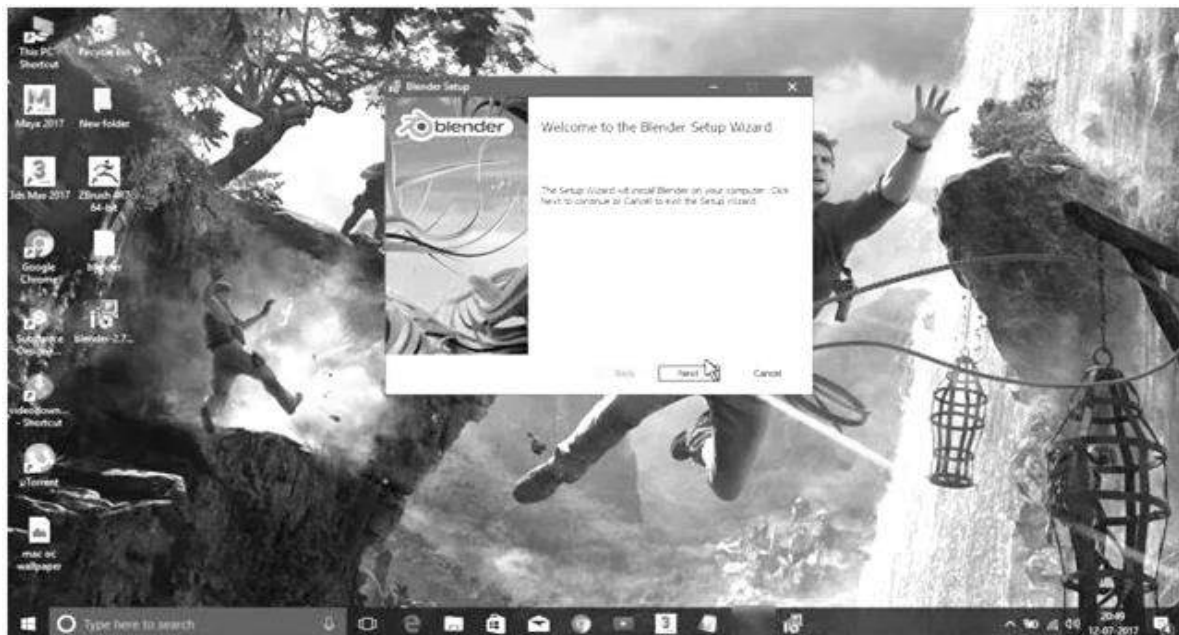
Step 3: Now, Run the download installer which will probably be available in the download folder.



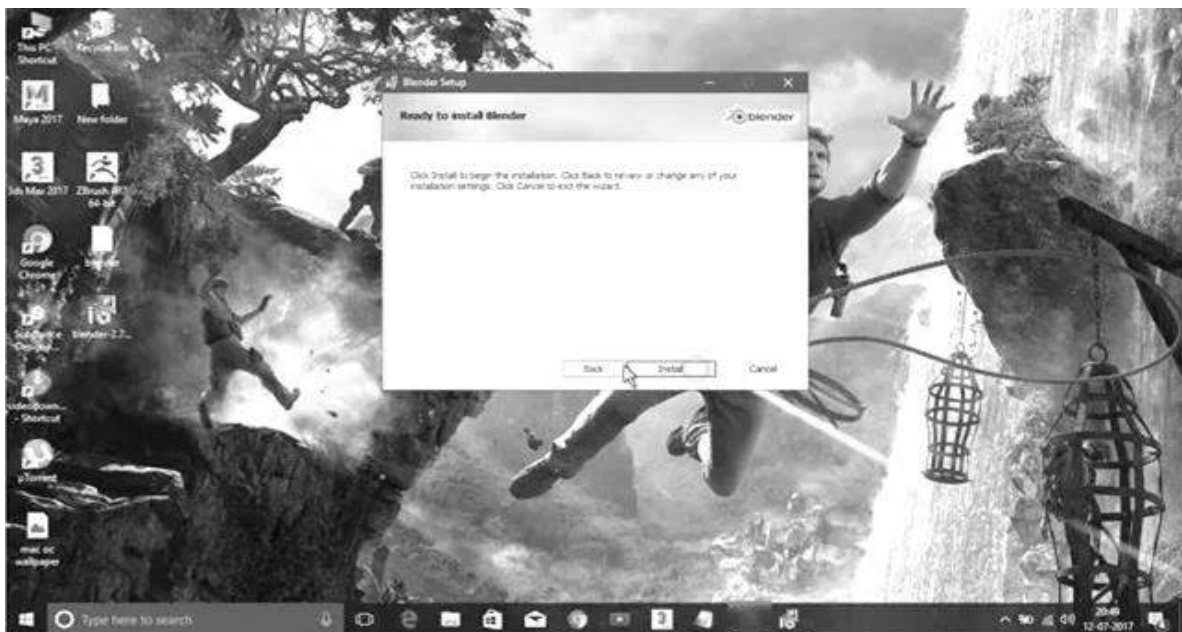
Step 4: Now, click on the Next Button to initiate the installation process.



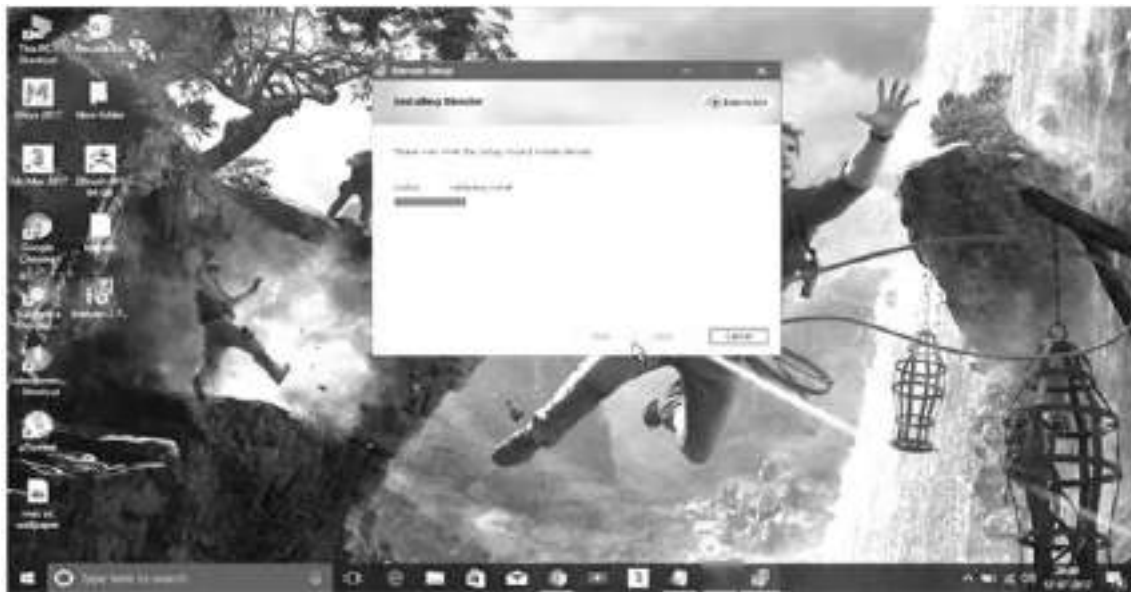
Step 5: Click on the Next Button, when asked to move ahead in the process.



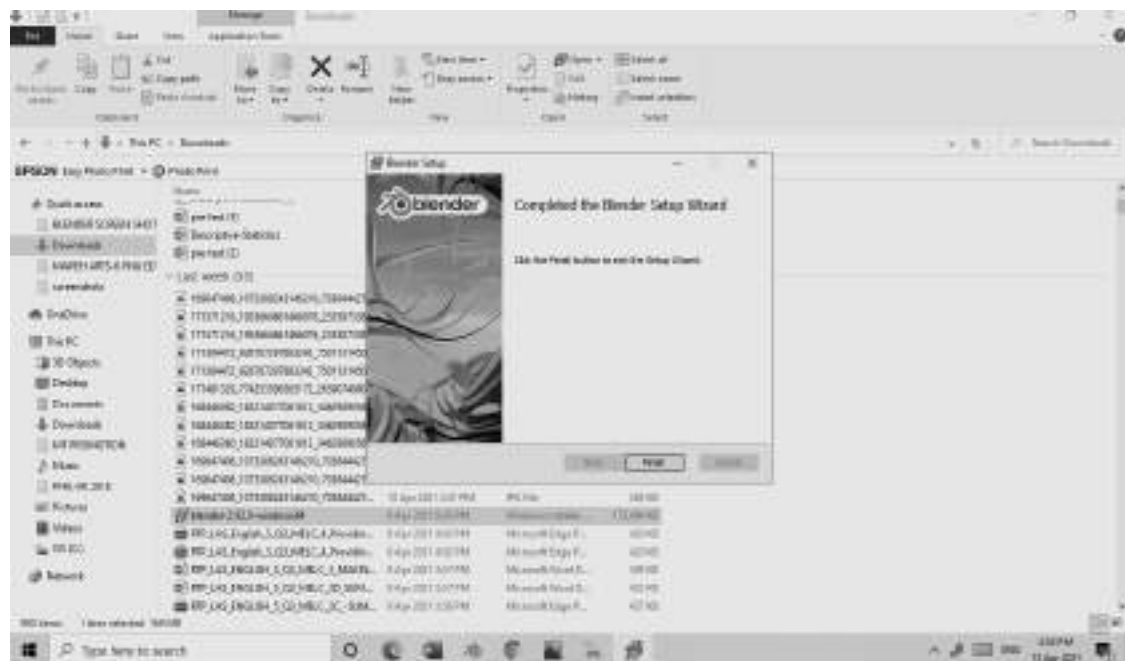
Step 6: In this step, the user can change the default location of the program. Click Install to Move ahead.



Step 7: Wait for the Program to install Blender.



Step 8: Click on Finish and Complete the installation Blender process.



Step 9: After installing the program, the Blender window will look like this. The interface of Blender is the same across all the operating systems.



Step 10: The software starts with the default screen and it is divided into five main areas that contain Editors in General. The interface of Blender has.

- Giant and wide 3D View
- There is a Timeline Toolbar at the bottom of the UI
- In the Bottom Right, a Properties Editor is situated.
- At the Top Right, Outliner is given.
- At the top of the UI, an Info Editor is seen.

Step 11: The User Interface of the Program is designed in such a way that helps the user in understanding each tool and feature easily.

Step 12: The user Interface is created very clearly and neatly that allows the user to view and work on all important options and tools at one glint without moving or pushing the editors in the UI.

Step 13: The users can access the tools easily and effectively. They need not spend time on selecting between the various tools. Blender also uses a lot of keyboard shortcuts to accelerate the work. These keyboard shortcuts can be modified and updated in the Keymap Editor.

Let's have more fun in Blender!

Before doing the activity below, let's take a look on the words to ponder.

Words to Ponder!

Mesh- is a collection of vertices, edges, and faces that describe the shape of a 3D object: A vertex is a single point. An edge is a straight-line segment connecting two vertices. A face is a flat surface enclosed by edges.

Orbiting- is a rough equivalent of rotating the 3D world around a fixed point in space. This is the most basic way of navigating this space. In order to orbit in Blender, middle-click anywhere in the occasionally, you have the need to keep your orientation to the world, but you will want to move it around so that you can see a different part of the scene from the same angle.

Panning- the movement in blender by holding Shift while middle-clicking and dragging your mouse cursor in the 3DView. Now when you drag your mouse around, the world shifts without changing the angle that you're viewing from.

Zooming- the third way of navigating 3D space when you want to get closer to an object in your scene. In Blender, you can zoom in two ways. The easiest method is by using your mouse's scroll wheel. By default, scrolling forward zooms in and scrolling back zooms out.

Let's try this!

Follow the instructions below to practice and learn more on creating 3-D.

1. Open Blender and delete the default objects (Cube, Lamp, and the Camera in your View Panel).
2. Click the Create tab from the Tools shelf or you may press Shift + A, choose Mesh then select the object that you need to insert.
3. Before inserting an object, make sure the cursor is positioned to where you want it in the grid.
4. Insert the objects one by one. Start with circle, Plane, Cone, Cube, UV Sphere, Cylinder, ICO Sphere, Torus, and Monkey.
5. Always check the objects in different views.
6. Press the middle button of your mouse to rotate the view panel in 360.
7. Use the scroll of your mouse to zoom in and out.
8. Press Shift + Middle mouse button to pan.



What I Have Learned

In this lesson I have learned that....

- 3D technology has grown and develop since it was discovered in the 19th century.
- The new technology is making it possible to include 3D in professional training videos, animated films, computer games, visual effects, computer systems, mobile applications, printers, and more.
- There are also new art forms developing with this technology to help digital artists, using powerful software tools to create realistic replicas of different things that copy the real world with 3D environment.
- One of the 3D software you can use to create a three-dimensional art is a blender.
- Blender can be used to model objects, apply textures, animate, operate on camera tracks, render, and even composite visuals from the start of your project until the end.
- Blender is a free and open-source 3D computer graphics software.



What I Can Do

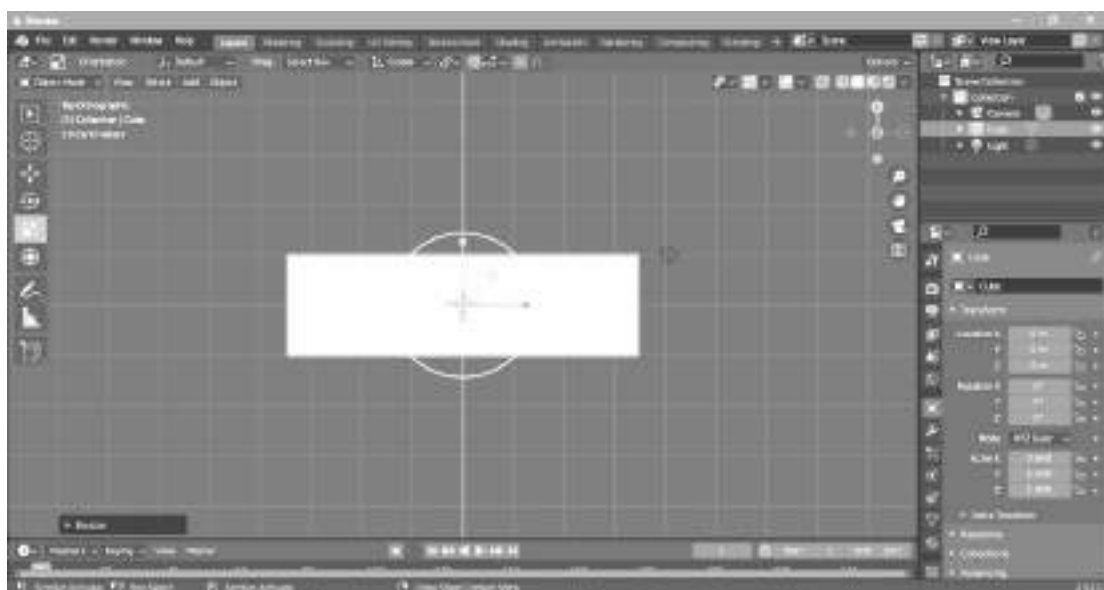
It is time to apply what you have learned! Let us try to create a paper bag using a Blender.

Follow the steps below.

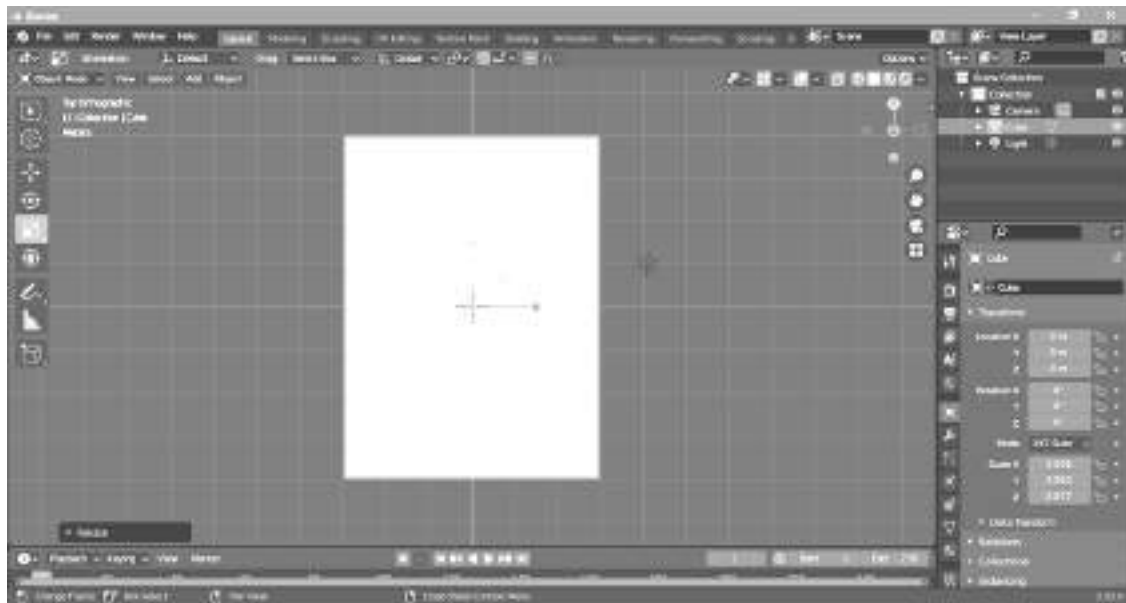
1. Open Blender from your Computer. Press Esc.



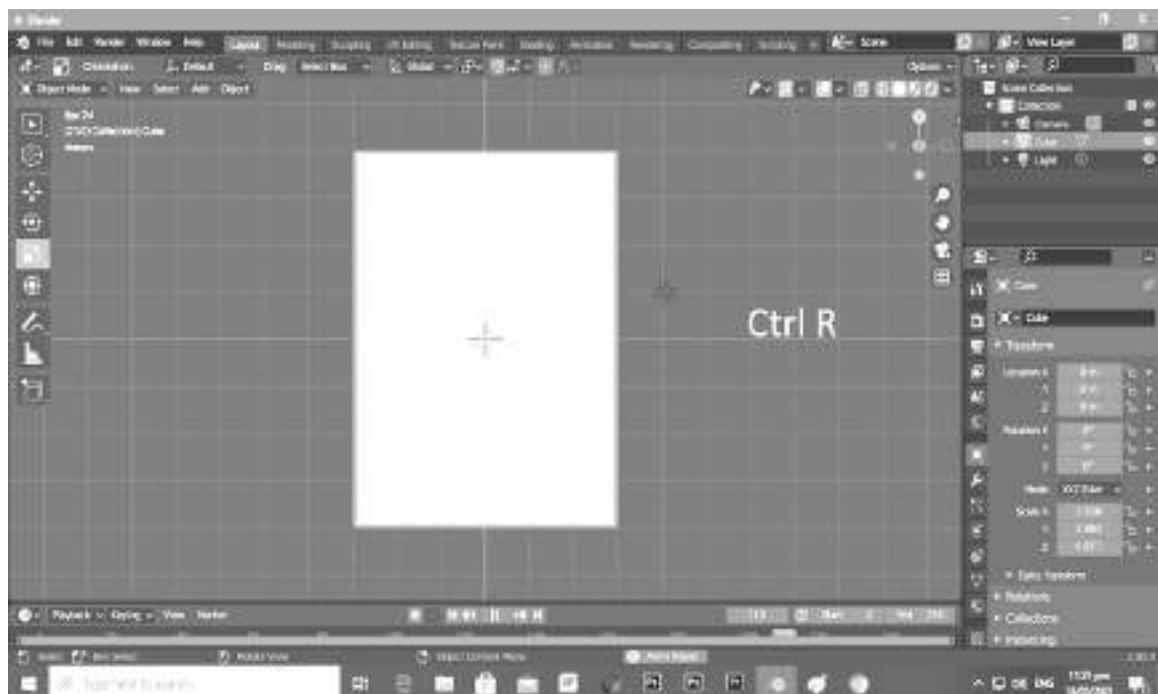
2. Click the middle mouse button to rotate the view.



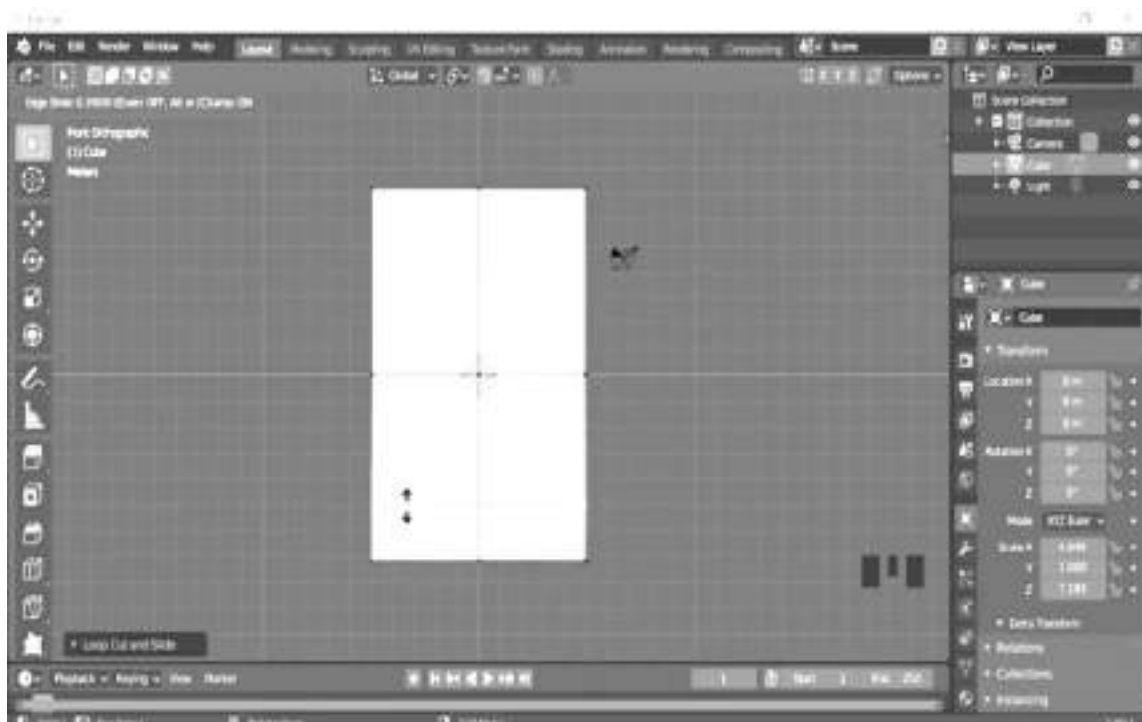
3. Shift + middle mouse button to pan the view.



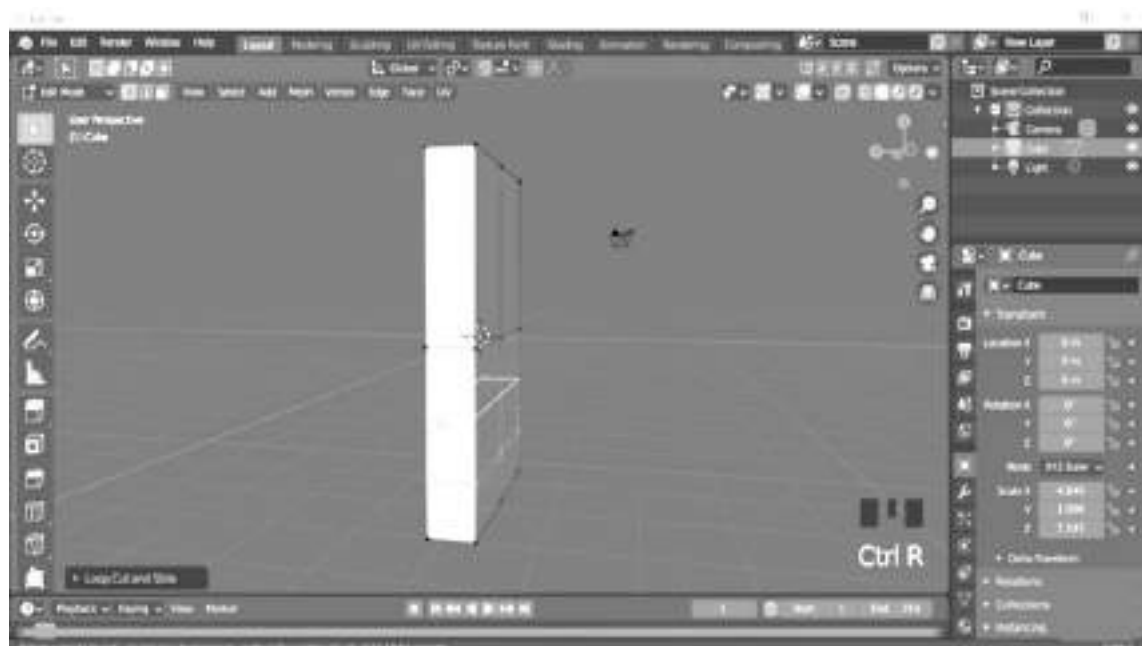
4. In the left side of your blender the tools and scroll down to the exclude category



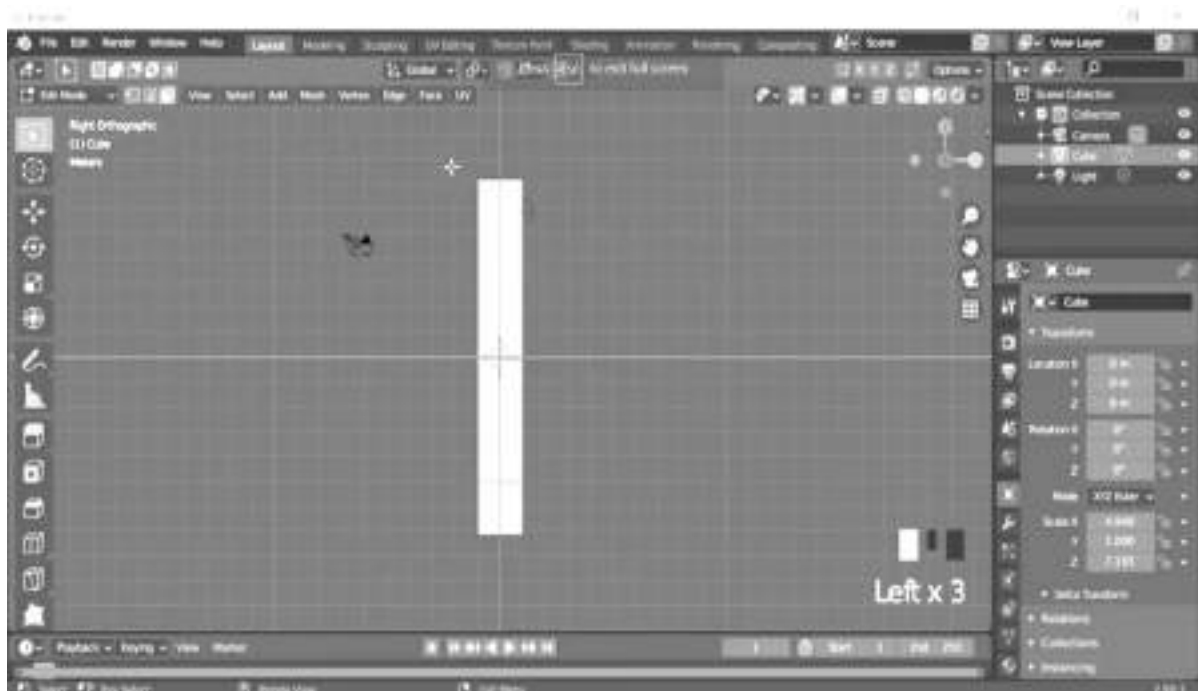
5. To resize the width of the bag, press S (Scale).



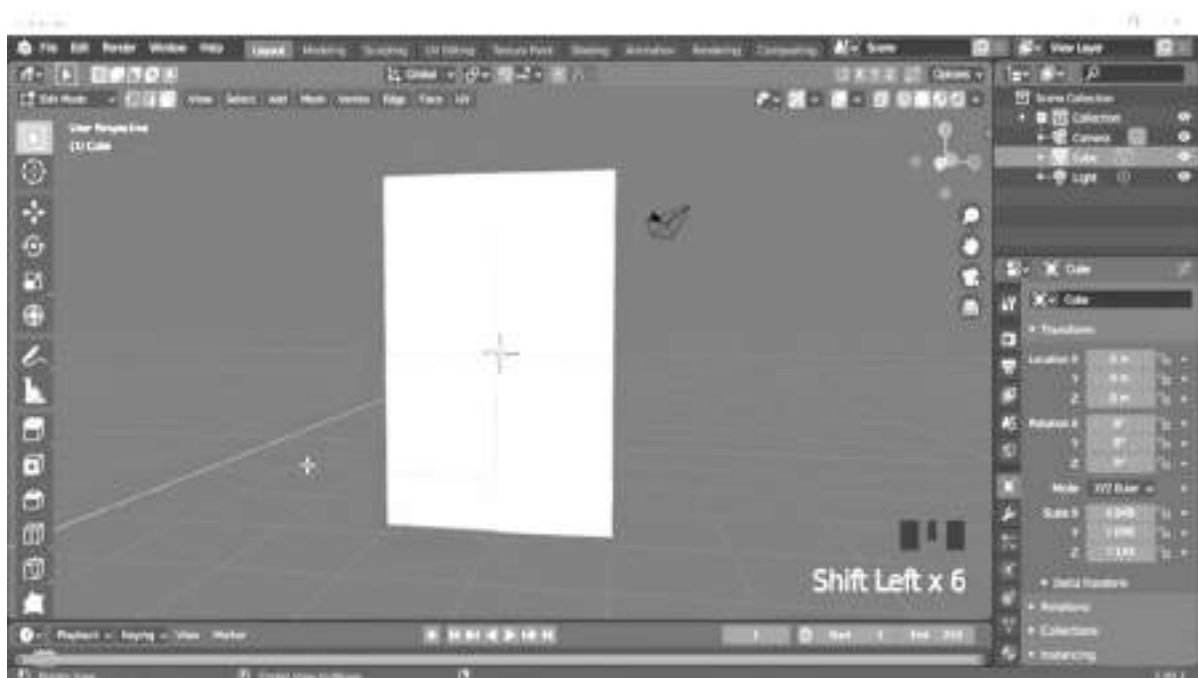
6. Then click Y (to lock the Y-axis), then pull outward. To pause, press the left-mouse button.



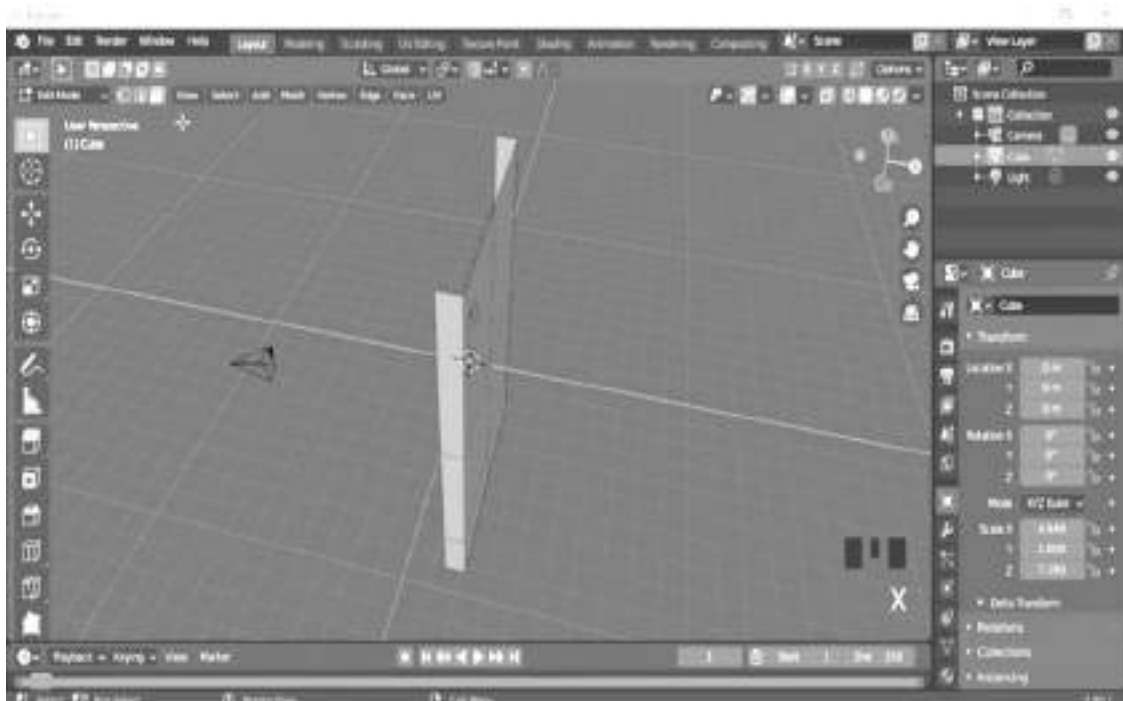
7. Click (Shift Left x 3)



8. Then Shift Left x 6 to see the whole layout.



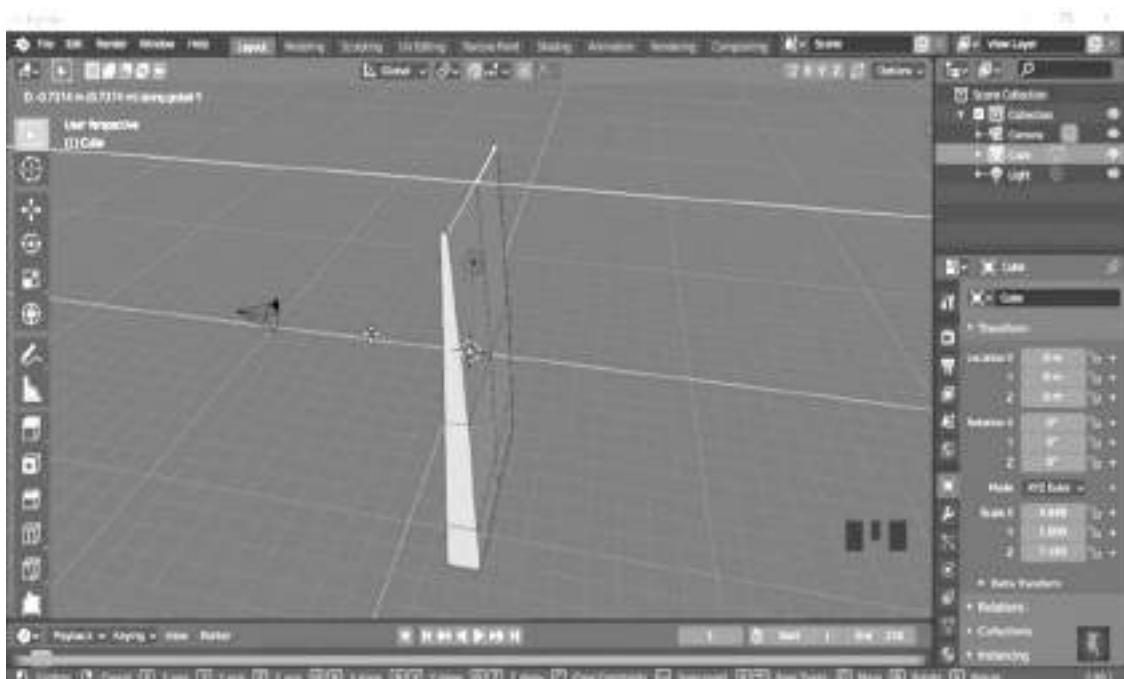
9. Select the right bottom vertices with press B (Select Bounding Box). To make the bottom of the bag, pull the X-axis outward (Red arrow). Carry on with the left bottom vertices in the same way. Toggle between selecting all and unselecting the vertices by pressing A.



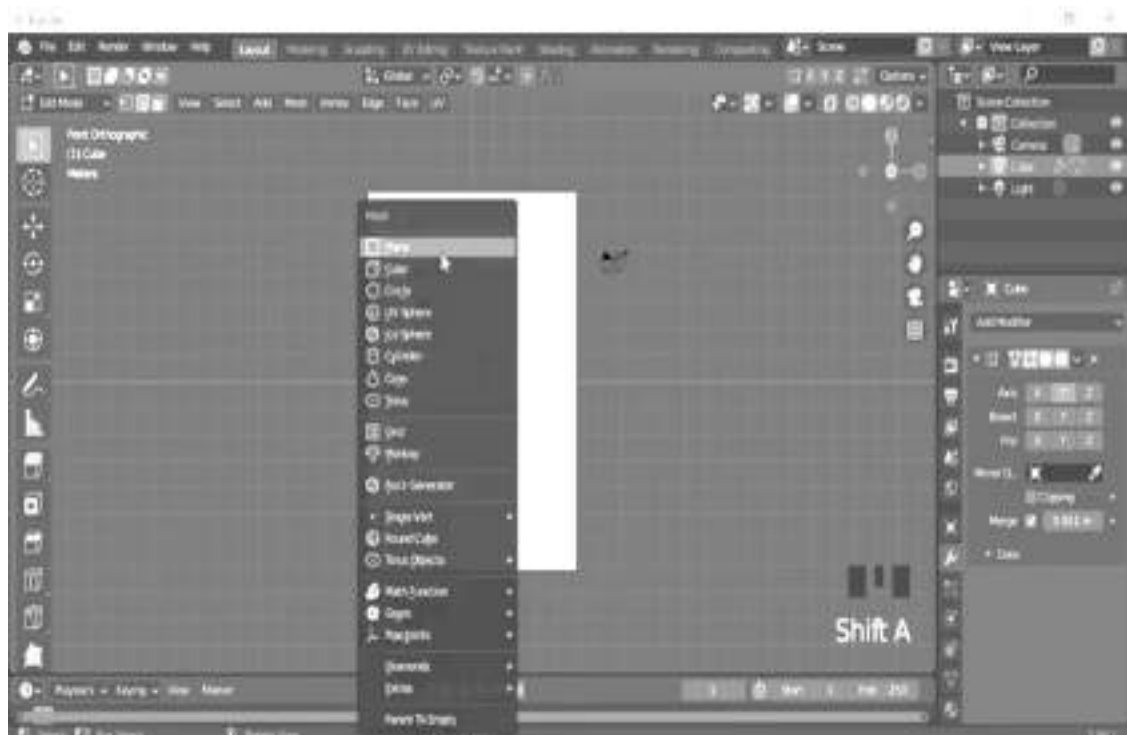
10. Then go to your left and click the icon of setting and go to generate and click the mirror.



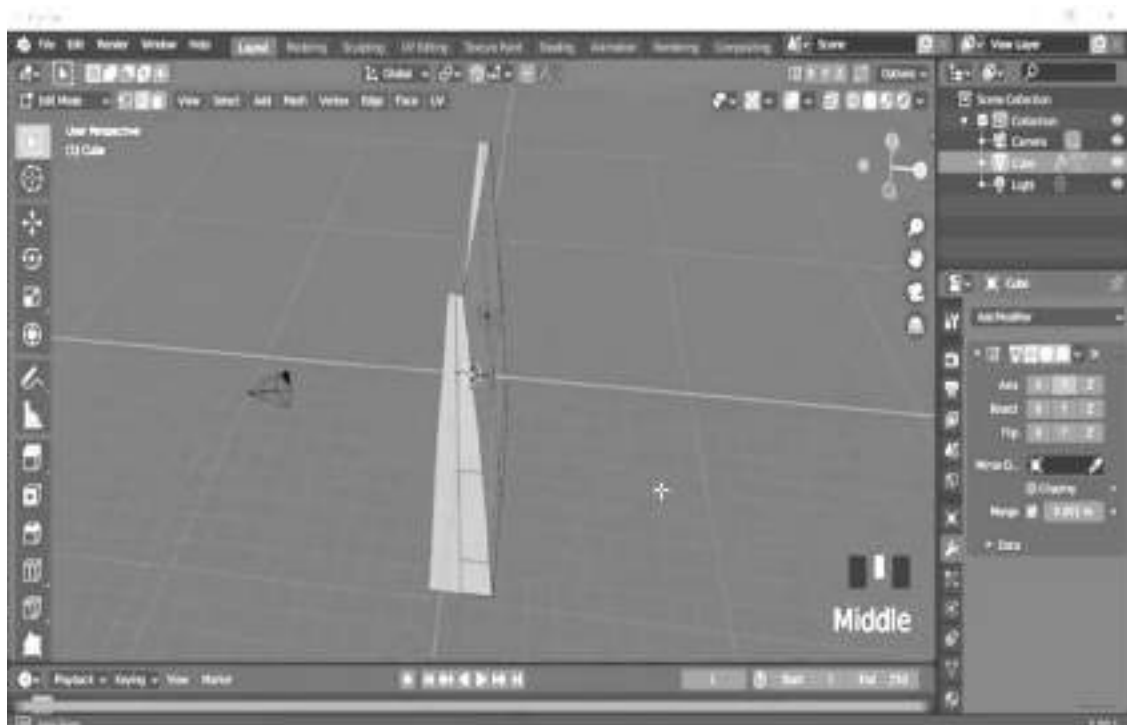
11. Then at the left side of your tool click the user perspective to drag and to see the middle of your paper bag out-put.



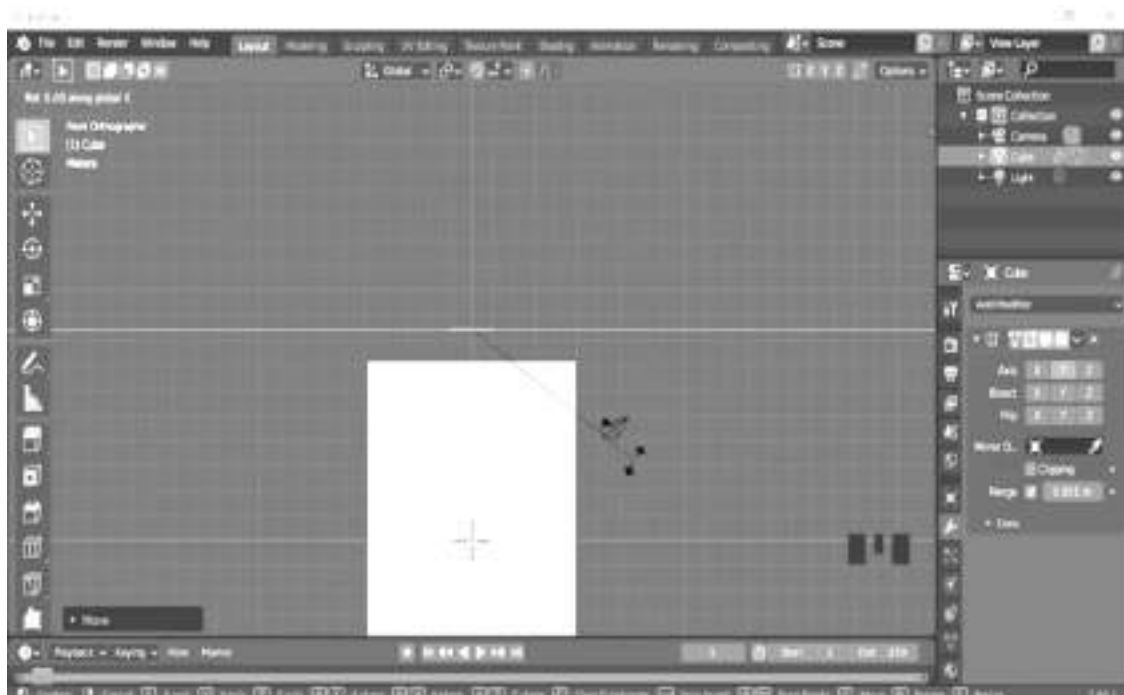
12. Then drag your arrow at the center of you out-pit and click right and click plane, to make the handbag your paper bag.



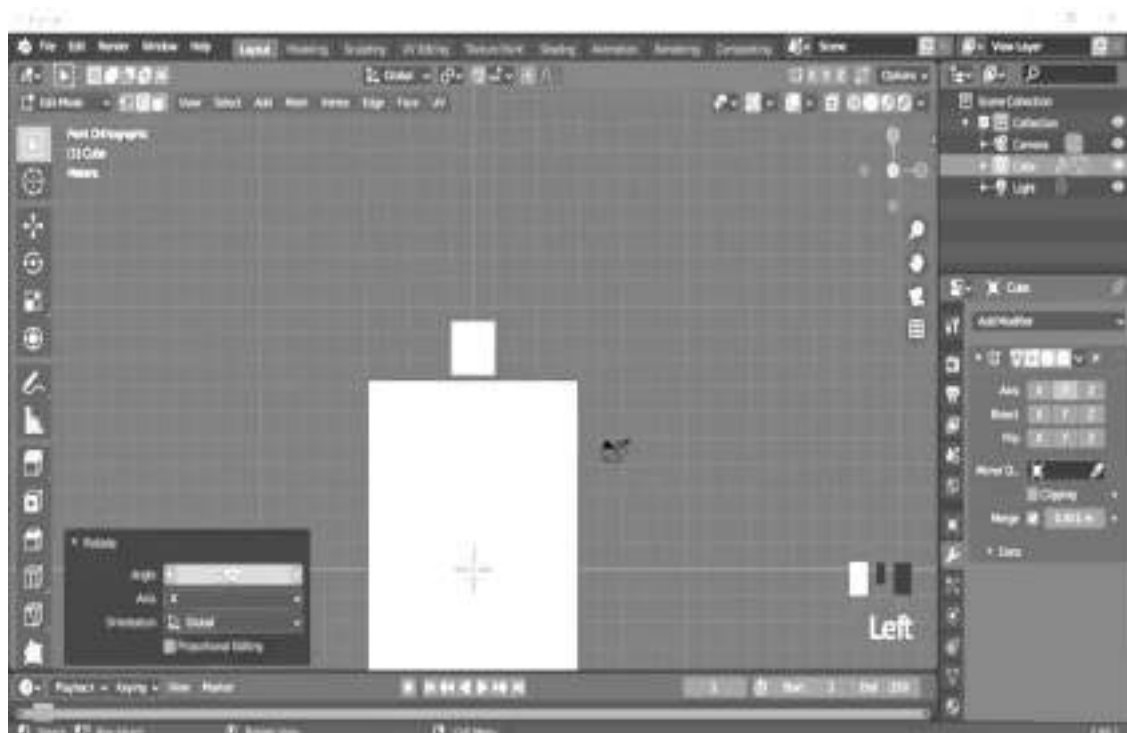
13. Select the right bottom vertices with press B (Select Bounding Box). To make the bottom of the bag, pull the X-axis outward (Red arrow). Carry on with the left bottom vertices in the same way. Toggle between selecting all and unselecting the vertices by pressing A.



14. At the left side of your tool click the user perspective to drag and to see the middle of your paper bag out-put. Then go to the left side of your tool and click again the user perspective to see your Font Orthographic (1) Cube Meters.



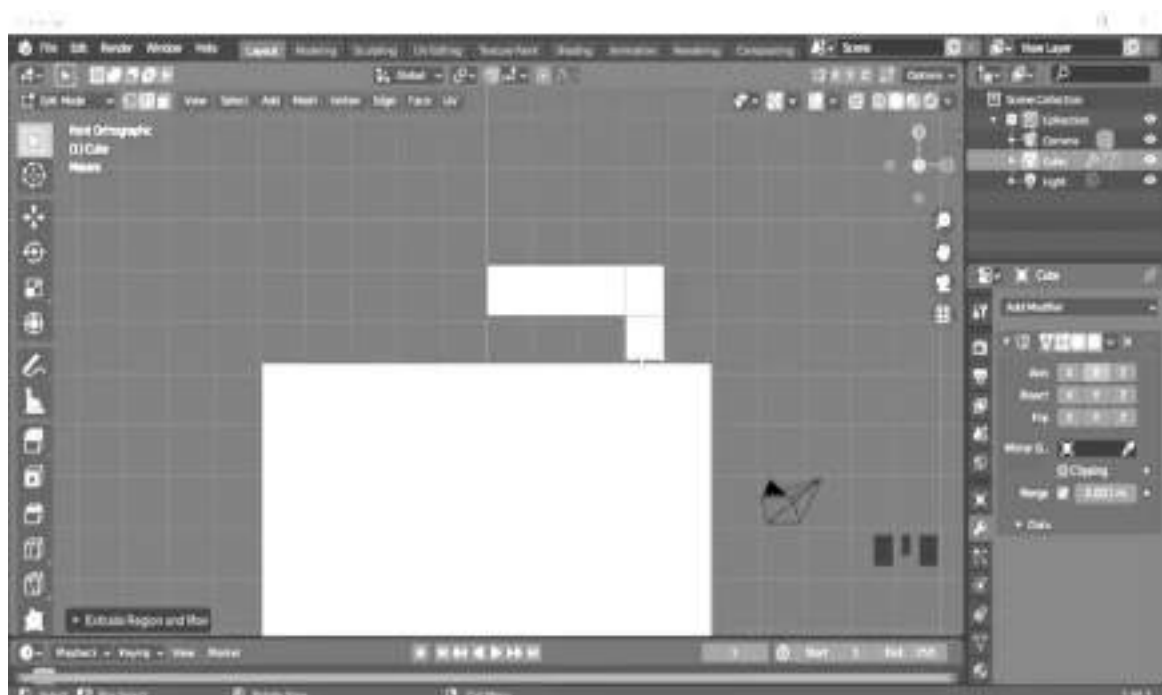
15. At the left side of your tool, you will see the icon with the name (move) click that and click rotate and then drag to left with angle 92 degrees.



16. Ctrl Middle to drag to create the handbag.



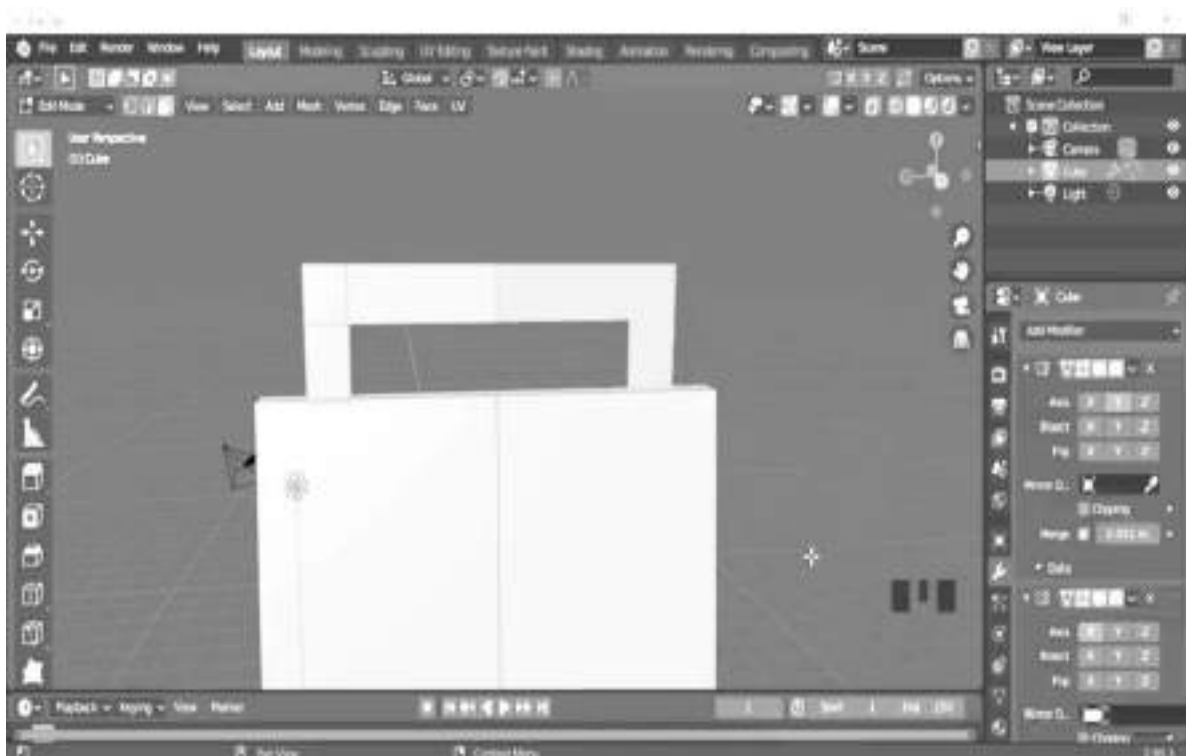
17. Drag down the arrow to complete the handbag.



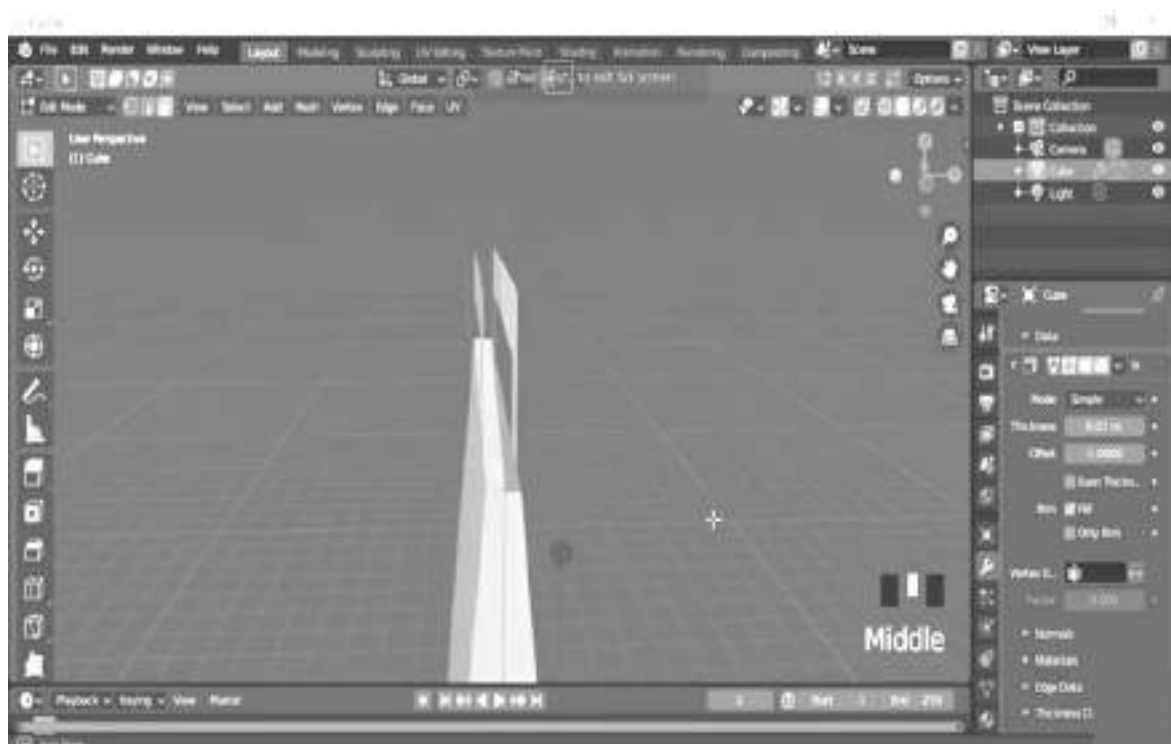
18. Click Ctrl G to see the whole out-put of the half handbag.



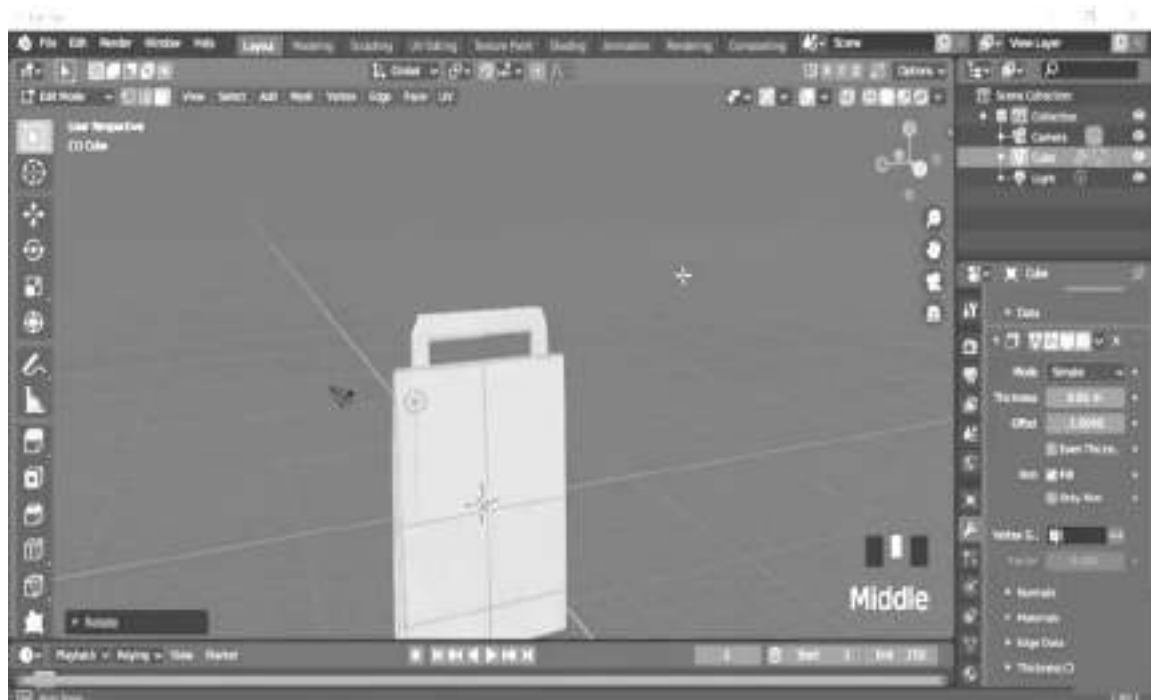
19. The same step. Follow the step 17 and step 20.



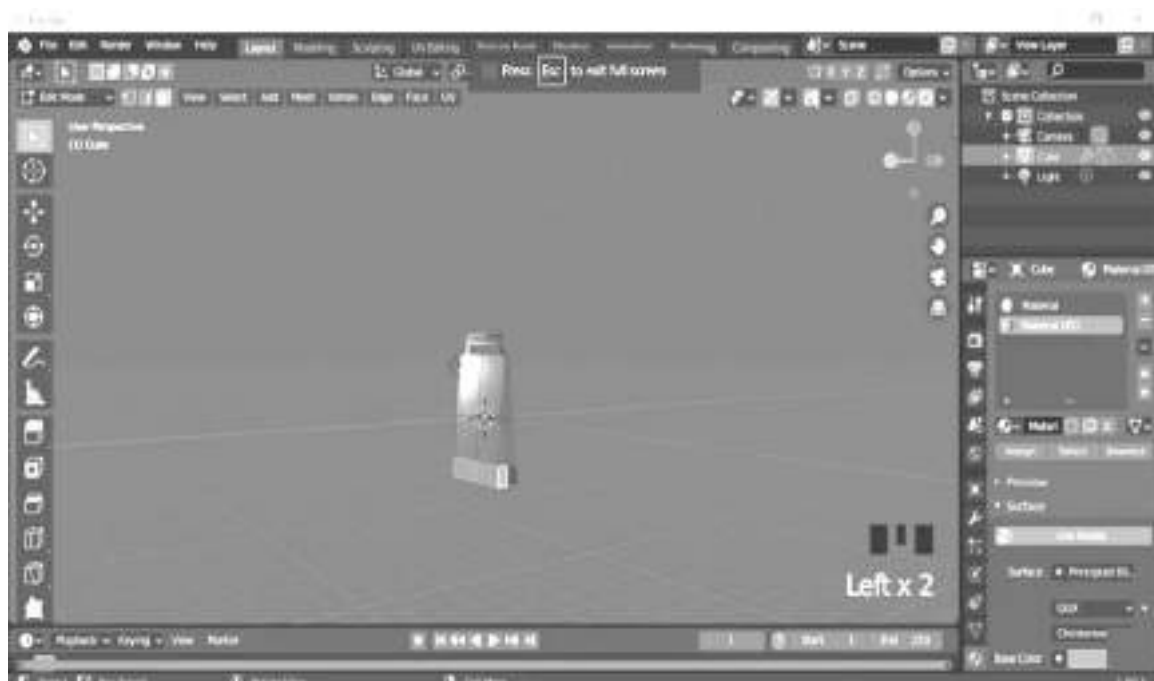
20. Change the view to Back and repeat the process. In the Front view, hold shift and right-click on the vertices in the center of the bag (except the bottom middle).



21. Then click Ctrl M (Middle) to rotate and see the whole output.



22. Click color to apply the color you want.



If you want to learn more on how to create a paper bag using the blender. Go to this link. https://www.youtube.com/watch?v=KbcyFO_GZBE&t=67s



Assessment

This assessment allows you to create an actual 3-D digitally enhanced product design for a paper bag. You will be given 10 points. Five (5) points will be rated 5 from the 3D Paper bag/ product packaging design and another 5 points from the multiple choice. Write your answer on a separate sheet of paper for the multiple choice.

A. 3D Paper bag/Product packaging Design

In this activity, you have to help the following companies in designing packaging materials/paper bag (whichever is applicable) for the products.

Use Blender to create 3D packaging models of these products.

Company	Product	Appropriate 3D Design
Mictasharlo's Jewelry Shop Inc.	Engagement Ring	<input type="checkbox"/> Paper bag <input type="checkbox"/> Packaging material
LG's Bakeshop	Delightful Cupcakes	<input type="checkbox"/> Paper bag <input type="checkbox"/> Packaging Material

B. Multiple Choice: Choose the letter of the correct answer.

- What is the smallest organizational unit in the user interface?
a. regions b. Tab c. Panel d. controls
- What do you call to the professional software used for creating 3D related outputs such as animated films, 3D printed models, 3D application and video games, as well as sculpting?
a. Studio b. Blender c. Computer d. Software
- Which of the following blender interface that are grouped to logically organize the interface and can be vertical or horizontal?
a. Regions b. Panel c. Tabs d. Editor
- Which of the following is a 3D output that can be produced by the software, Blender?
a. Animated film c. 3D application and video games
b. 3D printed models d. All of the above
- What part of the Blender interface, which has a specific function for 3D view, properties editor, video sequence editor, and nodes editor?
b. Controls b. Editor c. Panels d. Region



Additional Activities

The Ten Cube challenge

Read and follow the instructions carefully.

1. You can create any model but you can only use a maximum of ten cube.
2. You may stretch the cubes in rectangular directions only.
3. Do not pull them out of shape. For example, if a cube has been rotated, be sure to scale it in the local direction.
4. Save your work as SURNAME_Section.
5. Click the Camera icon from the Header Strip. This action will generate photo that you can save (press F3). Repeat this process to get photos of different angles.

RUBRIC: 3D Paper bag/Product packaging Design

CRITERIA	SCORE	COMMENTS
Each 3D paper bag design was created using Blender		
Each design shows creativity and technical knowhow		
Each design is appropriate for the company and product it is created for.		
The activity was completed and presented on time.		
TOTAL		

- 1- Needs improvement
- 2- Below Average
- 3- Satisfactory
- 4- Good
- 5- Very Good



Answer Key

<p>Assessment</p> <p>3D Paper Bag Making</p> <p>1. 2. 3. Based on Rubric 4.</p> <p>Multiple Choice</p> <p>1. C 2. B 3. C 4. D 5. B</p>	<p>What's More</p> <p>1. Own answer</p>	<p>What I Know</p> <p>1. C 2. B 3. B 4. C 5. D 6. A 7. B 8. C 9. D 10. B</p>
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Electronic Resources:

- <https://www.educba.com/install-blender/>
- https://docs.blender.org/manual/en/latest/interface/window_system/tabs_panels.html
- https://www.youtube.com/watch?v=KbcyFO_GZBE&t=67s

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Arts

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Quarter 4 – Module 6: Elements, Principles and Processes of Art Applied Using Technology

First Edition, 2021

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Arts

Quarter 4 – Module 6: Elements, Principles and Processes of Art Applied Using Technology

Introductory Message

This Self-Learning Module (SLM) is prepared so that you, our dear learners, can continue your studies and learn while at home. Activities, questions, directions, exercises, and discussions are carefully stated for you to understand each lesson.

Each SLM is composed of different parts. Each part shall guide you step-by-step as you discover and understand the lesson prepared for you.

Pre-tests are provided to measure your prior knowledge on lessons in each SLM. This will tell you if you need to proceed on completing this module or if you need to ask your facilitator or your teacher's assistance for better understanding of the lesson. At the end of each module, you need to answer the post-test to self-check your learning. Answer keys are provided for each activity and test. We trust that you will be honest in using these.

In addition to the material in the main text, Notes to the Teacher are also provided to our facilitators and parents for strategies and reminders on how they can best help you on your home-based learning.

Please use this module with care. Do not put unnecessary marks on any part of this SLM. Use a separate sheet of paper in answering the exercises and tests. And read the instructions carefully before performing each task.

If you have any questions in using this SLM or any difficulty in answering the tasks in this module, do not hesitate to consult your teacher or facilitator.

Thank you.



What I Need to Know

This module was created and designed to help you master art. The scope permits the learner to use the module in many different learning situations. The language used recognizes diverse vocabulary of learners. The lessons are arranged but the order can be changed to correspond with your current textbook.

After going through this module, you are expected to:

- a. Know what a digital collage is;
- b. Realize that art processes, elements and principles still applied even with the use of technology;
- c. Create a digital collage;
- d. Know the different free software that can be used in making an audio-video art;
- e. Appreciate the elements and principles of art as applied in audio-video creations; and
- f. Create an audio-video art using the different software.



What I Know

Multiple Choice. Choose the letter that best completes the statement or answers the question. Write your answer on a separate sheet of paper.

- _____ 1. What is a digital collage?
- a. It is a technique in which pictures or images are controlled to appear as moving objects.
 - b. It is a kind of graphic representation which uses images and textures that are layered together into one assembled image by the use of digital media.
 - c. It is the art of making two or three-dimensional forms or figures out of clay and other materials.
 - d. It is a photo-editing application that you can use to edit picture

- _____ 2. Which of the following is NOT an element of art?
- a. Colors
 - b. Internet
 - c. Shapes
 - d. Tones
- _____ 3. Which of the following can we use in making a digital collage?
- a. Laptop
 - b. Internet
 - c. Images
 - d. All of the above
- _____ 4. Which of the following is NOT an advantage in using technology in making a collage?
- a. We can edit it from time to time
 - b. We can print in many copies
 - c. We can carry it anywhere
 - d. It can be designed with different physical materials
- _____ 5. Which of the following are the materials that we use in making a paper collage?
- a. Computer
 - b. Software
 - c. Scissors
 - d. Digital images

Lesson

1

Elements, Principles and Processes of Art Applied in Digital Collage



What's In

Write TRUE if the statement is correct. Write FALSE if it is not.

- _____ 1. Elements and principles of art can be applied in product design.
- _____ 2. The product in a software can be used in physical sculpting.
- _____ 3. Sculpture is a 3D visual art created by simply shaping materials into objects.
- _____ 4. The use of technology cannot contribute in product design.
- _____ 5. Packaging is a method of protecting products for different uses.



What's New

Look at the two pictures below.



1. What do you think the girl is doing in the first picture? In the second picture?
2. What is/are the material/s that she is using in the first picture? In the second one?
3. Which do you think is more convenient for her to use in making a collage?
4. Can she still apply the different elements and principles even if she is using technology?



What is It

Whenever you see something beautiful, have you ever wondered how it was created? Have you ever think of creating something as beautiful as this by using different colors? What about different shapes?

Art is a product of an individual's creative mind. It is perceived and then created. But what is art really made of?

By simply combining different elements and principles of art, a new image can be formed. This image can be made even more beautiful through the use of technology.

A work of art is composed of different elements and principles. These elements and principles that can still be applied even in the presence of new technologies.

Elements of Art

A work of art is composed of different elements. Elements that can still be applied even in the presence of new technologies. Some of these elements are shape and color.

Shape

Everything around us are made of shapes. A shape is made up of lines. From the most basic letter V to a complicated triangular prism. Artists uses not just one kind of shape but also different kinds of it to form amazing work of art.

Color

Color is the mood of an art. It makes a simple drawing more lively and attractive to look at. But what is more interesting about colors? It's when they are simply blended together.

Mixing two or more colors together makes up a new color. It brings an artwork to a different level. Blending colors can be done at hand or by the use of different internet applications.

Principles of Art

The principles of art show how an artist uses the different elements of art to communicate in its audience. It helps the artist convey his/her intentions.

Contrast

It is a principle of art which shows the difference of various elements. It is used to produce powerful artworks.

Harmony

This refers to the relationship of all the visual elements in an artwork. It is a principle in art that shows how well all the elements that can be seen work together.

Digital Collage

What is a digital collage?

Collage is an art production in which the materials are put together to form a new artwork. It comes from the French word “coller” means “to glue.”



It is not just made of different tactile materials such as paper and printed images but we can also create collage using different applications or software in the computer or internet.

Digital collage is a graphic representation which uses images and textures that are layered together into one assembled image by the use of digital media.

Making a collage using physical materials:

1. Prepare the materials needed for making a collage.



2. Think of a theme.



3. Cut the paper or other materials in different sizes and shapes.



4. Consider adding decorations.



5. Assemble the pieces before you glue them.



6. Glue the collage and let it dry.

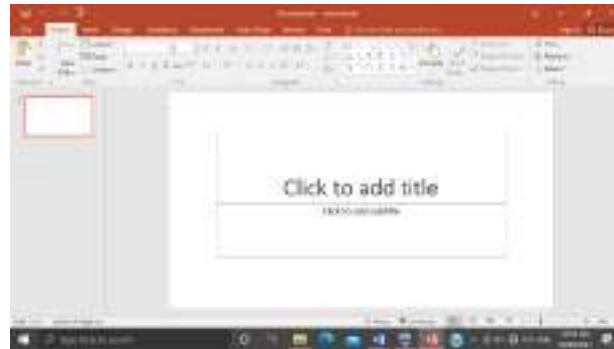


Making a digital collage:

1. **Choose a program.** If you are using laptop or PC, you can use default Microsoft products such as Microsoft Paint, Microsoft PowerPoint or Microsoft Publisher. You can also download the free and open-source software such as GIMP. If you are using an android device, there are also lots of free apps that are easy to use to create a digital collage.



2. **Open the program that you have chosen.** (The program used below is Microsoft PowerPoint.)



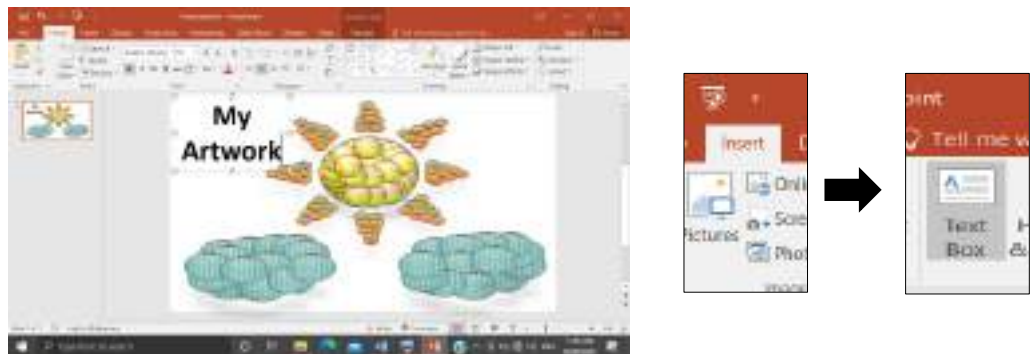
3. **Develop a theme.** Think and develop of a theme that you want for your collage. It may be a scenery, shape or anything that you like. You can have an outline first of your theme.



4. **Assemble the chosen images or materials.** Put together the images or materials that you have chosen. Shape it according to the theme that you have in mind. You can also change the size and alter the images if you like.



5. **Add text.** You can add or insert text in your collage if you want to. It may be your name or quote. Just click the **INSERT TEXT** or **INSERT TEXTBOX** option that can be found in the upper or lower portion of the program that you have chosen. You can change the size and color of you text if you want.



6. **Save your work. TIP! Save often.** Saving your work is a must. It helps you open your work if you need it for future use.



7. **Print your collage afterwards.** Printing your collage is optional. You can print it if you want to or if your teacher wants to have a printed copy if it.





What I Have Learned

1. Collage is an art production in which the materials are put together to form a new artwork.
2. Collage can be made using physical materials and can be made using a computer or android phone.
3. Digital collage is a kind of graphic representation which uses images and textures that are layered together into one assembled image by the use of electronic media.
4. Procedures in making a collage:

Collage Using Physical Materials	Digital Collage
<ol style="list-style-type: none">1. Prepare the materials needed for making a collage.2. Think of a theme.3. Cut the paper or other materials in different sizes and shapes.4. Consider adding decorations.5. Assemble the pieces before you glue them.6. Glue the collage and let it dry.	<ol style="list-style-type: none">1. Choose a program.2. Open the program that you have chosen.3. Develop a theme.4. Assemble the chosen images or materials.5. Add text.6. Save your work. Save often.7. Print your work. (Optional)



What I Can Do

True or False. Write TRUE if the statement stated is correct. Write FALSE if it is wrong.

- _____ 1. We can create a collage even with the use of technology.
- _____ 2. Color and shapes are the two elements that bring life to an artwork.
- _____ 3. A collage can only be made of physical materials such as papers, stones and other tactile materials.
- _____ 4. An digital collage is a graphic representation which uses images that are layered together by the use of digital media.
- _____ 5. A collage that is made through the use of technology cannot be considered as an artwork.



What's More

Making a Picture Collage

Directions: Make a collage using printed images that you have. Apply the different elements and principles in making your collage. Present it to the class.

You will need:

- 1/8 Illustration Board
- Printed Images
- Glue
- Scissors

What to do:

- 1. Think of a theme for your collage.
- 2. Layout your theme in a 1/8 illustration board.
- 3. Print images about your theme.
- 4. Cut the images in any sizes and shapes that you like.
- 5. Glue it the layout that you have.
- 6. Let it dry.



Additional Activities

Making a Digital Collage

Directions: Make a digital collage following the given procedures. You can use default Microsoft products or any easy-to use software.

You will need:

Any easy-to-use software

Picture saved in a computer or android phone

What to do:

1. Think and develop a theme for your collage.
2. Open your chosen software.
3. Follow the given procedures in making a collage
4. Add text in your collage if you want.
5. Print your work and present it to the class.



Assessment

Multiple Choice. Choose the letter of the best answer. Provide a sheet of paper for your answers.

1. It is an art production in which the materials are put together to form a new artwork.
 - a. Collage
 - b. Shape
 - c. Software
 - d. Sculpting
2. Collage comes from this French word which means “to glue”.
 - a. colla
 - b. coller
 - c. coala
 - d. cushe

3. What is a digital collage?
 - a. It is a collection of pictures or images that are arranged in a specific order to tell the progression of events, emotions, and concepts.
 - b. It is the process of creating art by transferring an image or design from a source onto another material.
 - c. It is a kind of graphic representation which uses images and textures that are layered together into one assembled image by the use of digital media.
 - d. a photo-editing application that you can use to edit picture as well as create collage.
4. Which of the following is **NOT** needed in making a digital collage?
 - a. Laptop
 - b. Glue or paste
 - c. Internet
 - d. Computer application
5. An element of art that represents the mood of an artwork.
 - a. Harmony
 - b. Shape
 - c. Color
 - d. Balance
6. The following are the beauty of using technology in an artwork **EXCEPT**
 - a. We can edit it if we made a mistake.
 - b. We can save and use it in the next years to come.
 - c. We can have it in many copies.
 - d. We can design indigenous materials with it.
7. All are the advantages in using technology in making a collage **EXCEPT** one. Which one is it?
 - a. We can edit it from time to time.
 - b. We can print in many copies.
 - c. We can save it and access it later.
 - d. It can be designed with different physical materials.
8. What is a collage?
 - a. It is a technique in which pictures or images are controlled to appear as moving object.
 - b. It is the art of making two or three-dimensional forms or figures out of clay and other materials.
 - c. An art production in which the materials are put together to form a new artwork.
 - d. A graphic representation which uses images and textures that are layered together into one assembled image by the use of digital media.
9. Where can we find the things that we can use in making a digital collage?
 - a. in the computer
 - b. in the market
 - c. in school
 - d. everywhere
10. We must follow the _____ in making a digital collage.
 - a. the computer
 - b. the leader
 - c. the procedures
 - d. the outline



What I Know

True or False. Write TRUE if the statement given is correct. Write FALSE if it is not. Write your answer in another sheet of paper.

- _____ 1. We can add videos and audio in a digital artwork.
- _____ 2. Microsoft programs can also be used in making a digital collage.
- _____ 3. We cannot apply the principles and elements in making a digital artwork.
- _____ 4. A Presentation Software allows us to create an audio-video art.
- _____ 5. Hardware are programs that are run by the use of computer and can perform many functions
- _____ 6. There are only three software that we can use in making an audio-video art.
- _____ 7. Picture Collage Maker allows you to arrange and layout printed digital images.
- _____ 8. Principles and elements are not that important in any kind of artwork.
- _____ 9. Audio and videos can be used in making an audio-video art.
- _____ 10. Having software in your computer is a must in making a digital collage.

Lesson

2

Elements and Principles Applied in Audio-Video Art



What's In

Color the box **blue** if the statement is correct. Color it **red** if it is wrong. Use a separate sheet of paper for your answer.

☐

1. We can create a collage even with the use of technology.

☐

2. Color and shapes are the two elements that bring life to an artwork.

☐

3. A collage can only be made of physical materials such as papers, stones and other tactile materials.

☐

4. Digital collage is a graphic representation which uses images and textures that are layered together into one assembled image by the use of electronic media.

☐

5. A collage that is made through the use of technology cannot be considered as an artwork.



What's New

Look at the pictures below.



1. What can you say about the two pictures?
2. What kind of artworks are these?
3. Can you tell which one is done by hand and which one is done with the use of technology?
4. Are the elements and principles of art applied in both artworks?



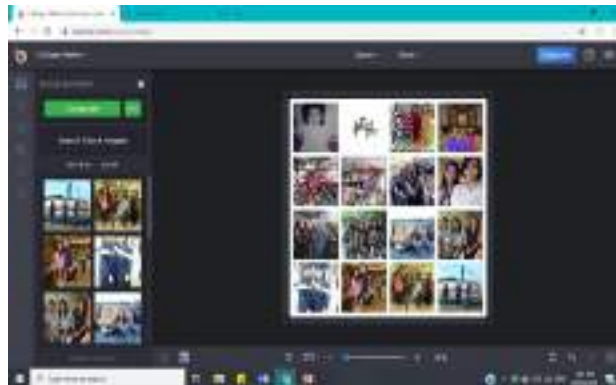
What is It

You can create collage using the materials that can be seen in your environment. You can also produce the same kind of output by the use of a computer program or any easy-to-use software. But there are other amazing things that you can do with your digital collage that can't be done with physical collage.

We can add videos and audios as well as animate a digital collage. A software can be used in making any audio-video art.

Software are programs that are run by the use of computer or android phone and can perform many functions. Here are some of the multimedia software that you can use in making a digital collage.

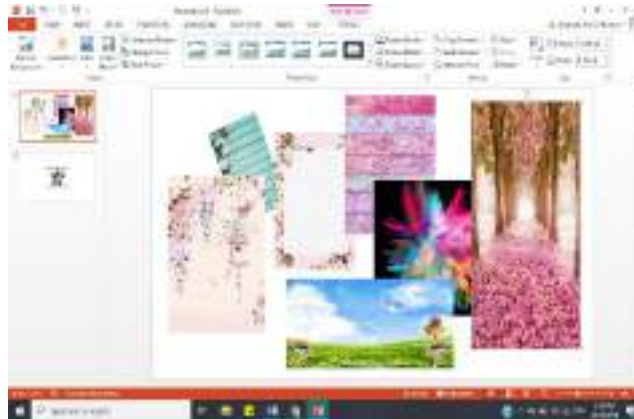
Picture Collage Maker - an example of software that you can used to create digital collage. It is easy to use and manipulate. It allows you to arrange images and layout digital images.



GNU Image Manipulation Program or GIMP – a free photo-editing application that you can use to edit picture as well as create collage.



Presentation Software - an example to this is Microsoft Power Point Presentation. It allows us to create audio-video art.



Aside from these three, there are other computer software that are available online and even offline which you can use in making an audio-video art.



What's More

Activity: Making an Audio-Video Art

Directions: Make an audio-video art. You can choose any easy-to use software.

You will need:

1. Any easy-to-use multimedia software
2. Picture saved in a computer or android phone

What to do:

1. Think and develop a theme for your collage.
2. Open your chosen software.
3. Follow the given procedures in making a collage
4. Add audio or sound in your collage.
5. Present your audio-video art to the class.



What I Have Learned

1. Software are programs that are run by the use of computer or android phone and can perform many functions.
2. Some of the software that you can use in making your digital collage are: (1) Picture Collage Maker (2) GNU Image Manipulation Program or GIMP and (3) Presentation Software.
 - a. **Picture Collage Maker** - an example of software that you can used to create a digital collage. It is easy to use and manipulate. It allows you to arrange images and layout digital images.
 - b. **GNU Image Manipulation Program or GIMP** – a free photo-editing application that you can use to edit picture as well as create collage.
 - c. **Presentation Software** - an example to this is Microsoft Power Point Presentation. It allows us to different kinds of presentations.



What I Can Do

True or False. Write TRUE if the statement is correct and FALSE if it is not.

- _____ 1. We can apply the principles and elements in making an audio-video art.
- _____ 2. A Presentation Software allows us to create different kind of presentations.
- _____ 3. Software are programs that are run by the use of computer or android phone and have different functions.
- _____ 4. We cannot add audio or video in making a digital artwork.
- _____ 5. You can use default Microsoft products in editing and creating a digital collage.



Assessment

Multiple Choice. Choose the letter of the best answer. Provide a sheet of paper for your answers.

1. What are the things that we must consider in making an audio-video art?
 - a. The images that we're going to put
 - b. The software that we're going to use
 - c. The theme that we're going to develop
 - d. All of the above

2. Which of the following is NOT a software in making a digital artwork?
 - a. GIMP
 - b. Presentation Software
 - c. Picture Collage Maker
 - d. VLC Media Player

3. It is an example of a presentation software that allows us to create audio-video art.
 - a. Microsoft Excel
 - b. Microsoft Power Point Presentation
 - c. Microsoft Word
 - d. Microsoft Publisher

4. What can you do with a Picture Collage Maker?
 - a. Create a digital collage
 - b. Make a movie
 - c. Research a topic
 - d. Download a music video

5. A software are programs that are run by what?
 - a. Vehicle
 - b. Computer
 - c. Individuals
 - d. None of the above

6. We can add this in our audio-video art.
- a. Audio
 - b. Video
 - c. Images
 - d. All of the above
7. It is a photo-editing application that you can use to edit picture as well as create collage.
- a. GIMP
 - b. Presentation Software
 - c. Picture Collage Maker
 - d. None of the above
8. It is a program that is run by the use of computer
- a. Hardware
 - b. Software
 - c. Plastic ware
 - d. Tupperware
9. All are examples of computer software that we can use in making a digital artwork **EXCEPT**
- a. Picture Collage Maker
 - b. GIMP
 - c. Messenger
 - d. Presentation Software
10. This is always considered in making an artwork even in the presence of technology.
- a. Principles
 - b. Elements
 - c. Materials
 - d. All of the above



Answer Key

Lesson 1

What I Know 1. b 2. b 3. a 4. d 5. c	What's In 1. True 2. False 3. True 4. False 5. True	What I Can Do 1. True 2. True 3. False 4. True 5. False	Assessment 1. a 2. b 3. c 4. b 5. c 6. d 7. d 8. c 9. a 10. c
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Lesson 2

What I Know 1. True 2. True 3. False 4. True 5. False 6. False 7. True 8. False 9. True 10. True	What's In 1. Blue 2. Blue 3. Red 4. Blue 5. Red	What I Can Do 1. True 2. True 3. True 4. False 5. True	Assessment 1. d 2. d 3. b 4. a 5. b 6. d 7. a 8. b 9. c 10. d
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Arts

Quarter 4 – Module 8: Concept on the Use of the Software (Commands, Menu)



Arts 6

Alternative Delivery Mode

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Arts

Quarter 4 – Module 8: Concept on the Use of the Software (Commands, Menu)

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In addition to the material in the main text, Notes to the Teacher are also provided to our facilitators and parents for strategies and reminders on how they can best help you on your home-based learning.

Please use this module with care. Do not put unnecessary marks on any part of this SLM. Use a separate sheet of paper in answering the exercises and tests. And read the instructions carefully before performing each task.

If you have any questions in using this SLM or any difficulty in answering the tasks in this module, do not hesitate to consult your teacher or facilitator.

Thank you.



What I Need to Know

This module was designed and written with you in mind. It is here to help you master the Sculpture-Package/Product Design. The scope of this module permits it to be used in many different learning situations. The language used recognizes the diverse vocabulary level of students. The lessons are arranged to follow the standard sequence of the course. But the order in which you read them can be changed to correspond with the textbook you are now using.

After going through this module, you are expected to:

- a. identify the concepts on the use of the software;
- b. explain the commands, menu, icon on the computer;
- c. explain the concepts on the use of the software;
- d. identify the menu, icon, and function of the software;
- e. name special commands used in communications, arts, design; and
- f. describe the contributions of Filipino and foreigners on the use of different software.



What I Know

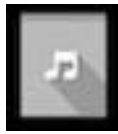
Choose the letter of the best answer. Write the chosen letter on a separate sheet of paper.

1. What icon or menu in looking for photos?

a.



b.



c.



d.



2. It is a set of options presented to the user of a computer application to help the user find information to execute a program function.

- a. menu
- b. photos
- c. power button
- d. toolbar

3. One method is to create the entire start menu in your software, slice the images to their appropriate sections and then assemble them into

- a. Antivirus software
- b. graphic software
- c. VLC media player
- d. windows media player

4. It is a branch of visual arts that is concerned with expressive three-dimensional form.

- a. collage
- b. command
- c. packaging
- d. sculpture

5. It is the process of shaping material into any forms.

- a. electronic collage
- b. picture collage
- c. photography
- d. sculpting

Lesson

1

Concept on the Use of the Software

Concept on the use of the system software coordinates the activities and functions of hardware and software, and it controls the operations of computer hardware and provides an environment or platform the other types of software to work in. It is the most basic type of software in any computer system, which is essential for other programs, applications, and the whole computer system to function.



What's In

Write ✓ if the statement is correct and ✗ if it is not. Write your answer in a separate sheet of paper.

- _____ 1. A Software is a set of instructions that are needed to exploit the hardware in a useful manner for given set of task.
- _____ 2. System Software is used to control, manage and work with the hardware of the computer or to convert instructions written in a high level language to machine language.
- _____ 3. The operating system of a computer is one of the main factor which contribute to its capacity.
- _____ 4. The communication between two parties whether they are machine or human being always needs a common language.
- _____ 5. Without software a computer is like a car without petrol or pen without refill.



Notes to the Teacher

This module is designed to assist pupils to identify the concepts of software, explain the commands, icon and menu in the computer, and to explain the concepts on the use of the software. It is important to learn about these software and how can be controlled so that people at work are aware the functions of the program.



What's New

Software Defined

Software is the program that runs the computer and allows us to use it. There are different types of computer software, all of which serve a specific purpose.

Learning about computers, one of the first steps is to understand the major types of software, their uses, and applications.

Types of Software

Look at the different types of software below.

Table 1. *Types of software*

<i>Name</i>	<i>Focus</i>
Computer Software	Run the computer/allows us to use it
System Software	Activities and function
Application Software	Helps the user perform the task
Programming Software	Use to write test, develop other software
Operating System	Used to govern the control of the computer hardware components

- What are the basic types of software?
- What is the best concept do you prefer? Why?



What is It

Application of concepts on the use of the software deals with the different software like computer software, system software, application software, and programming software. The different menu in the computer, set of options presented to the user helps in finding information on how to execute a program function. Table 2 and Table 3 are samples of the different icons, menu applies the concepts according to the command of the user.

It is a set of instructions that are needed to exploit the hardware in a useful manner for given set of task. Word Processor – a piece of application software that allows the user to create documents.

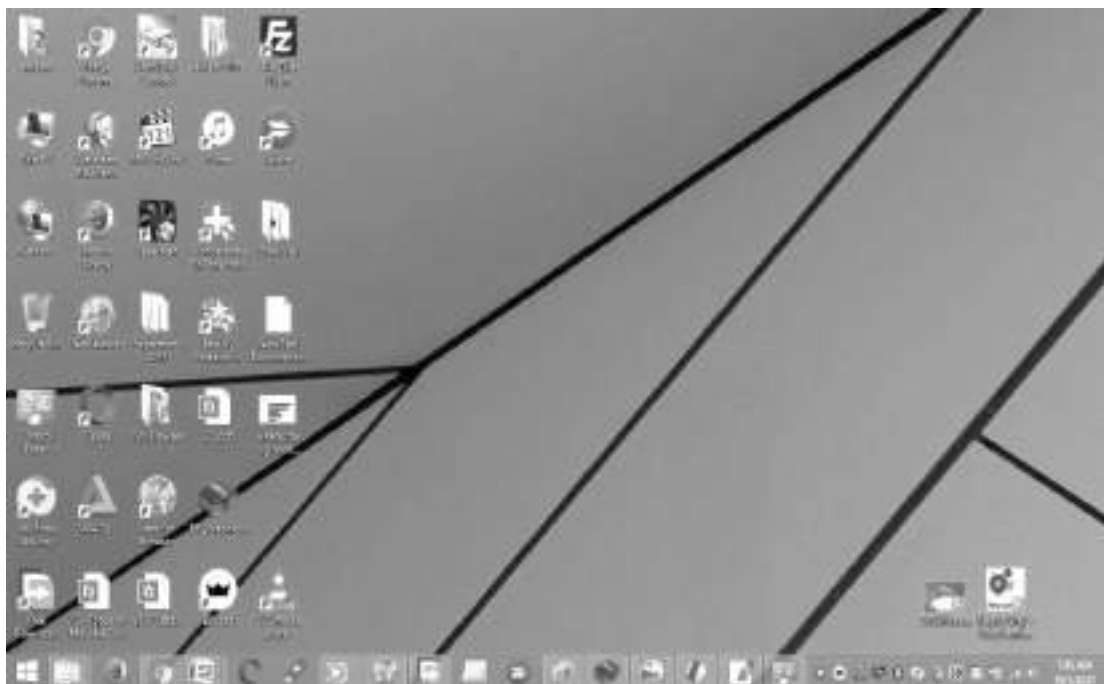
Activity 1

Choose and draw the desired software or icon/menu in a coupon bond. Please see the given icons/menu below:

Table 2. Menu and icon



Table 3. Menu and icon



Activity 2

Search and explore the icons/menu selected. Print a sample.



What's More

Activity: Understanding software words.

Direction: Identify the concepts of software. Choose your answer inside the box below:

1. _____ is the most basic type in any computer system, which is essential for other programs, applications and the whole computer system to function.
2. _____ is a set of options presented to the user of a computer application to help the user find information to execute a program function.
3. _____ is a branch of visual arts that is concerned with expressive three-dimensional form.
4. _____ is what helps the user perform the task of his/her choice.
5. _____ is used to write, test, debug and develop other software programs and applications.

Application Software	Menu	Sculpture
Software	Programming Software	



What I Have Learned

1. Software is the most basic type in any computer system, which is essential for other programs, applications and the whole computer system to function.
2. The menu is a set of options presented to the user of a computer application to help the user find information to execute a program function.
3. Sculpture is a branch of visual arts that is concerned with expressive three-dimensional form.
4. There are different types of computer software that serve a specific purpose.
5. In Learning about computers, one of the first steps is to understand the major types of software, their uses, and applications.

6. Application software is what helps the user perform a specific task on the computer. They are also non-essential software that are installed in the computer provided by the system software.
7. Programming software is used to write, test, debug and develop other software programs and applications.
8. The various programming language editors such as Eclipse - a Java language editor-appear under category. They are used for creating both the system as well as application software.
9. Content Control Software is a kind of software that allows you to control the content that can be accessed by user on a computer. They are mostly used to restrict access over the Internet.
10. System Software is used to control, manage and work with the hardware of the computer or to convert instructions written in a high level language to machine language. *It is classified as following:* 1. Operating System 2. Programming Language 3. Translator



What I Can Do

The module suggests effective use of icon/menu in the Art lessons. The section gives examples of Art that can be used in particular activities. By using the actual content of the sample questions, it helps pupils to understand Art content better. It should be noted that a section of Module 8 highlights the use of icon/menu as a teaching tool for other subjects in searching in the computer, with a general and rather theoretical explanation of the use of it.

Activity : Understanding the kinds of software

Direction: Write TRUE if the statement is true and FALSE if not.

- _____ 1. Operating system is the harnesses communication between hardware, system programs, and other applications.
- _____ 2. Device driver enables device communication with the OS and other programs.
- _____ 3. Firmware enables device control and identification.
- _____ 4. Translator translates high-level languages to low-level machine codes.
- _____ 5. Utility ensures optimum functionality of devices and applications.



Assessment

Multiple Choice. Choose the letter of the best answer. Write the chosen letter on a separate sheet of paper.

1. The most basic type in any computer system, which is essential for other programs, applications and the whole computer system to function.
 - a. collage
 - b. command
 - c. electronic collage
 - d. software
2. A branch of visual arts that is concerned with expressive three-dimensional form.
 - a. menu
 - b. sculpture
 - c. software
 - d. packaging
3. It is used to write, test, debug and develop other software programs and applications.
 - a. Anti-virus software
 - b. Application software
 - c. Microsoft software
 - d. Programming software
4. A set of options presented to the user of a computer application to help the user find information to execute a program function.
 - a. collage
 - b. menu
 - c. sculpture
 - d. software
5. Enables device control and identification.
 - a. collage
 - b. command
 - c. Firmware
 - d. menu



Additional Activities

Additional activities in exploring commands in the different icon/menu, to run application from GNOME, users click on icons on their desktops or they select the applications which they want to run from a menu. Therefore, the first step in integrating an existing program with GNOME is to register it with the set of applications that users can run. Though common in other desktops, creating your own application-specific submenu is not recommended. Instead, provide one menu item for each application you ship. Extra items such as help files, READMEs or links to your web site should be embedded into the application itself.

Different software samples.

Application Software
Operating System
Software
System Software
Programming Languages

Activity : Identify the following software in the blank provided below.

1-2 What are the two (2) basic type of software?

3-5 What are the three (3) classification of system software?

1. _____
2. _____
3. _____
4. _____
5. _____



Answer Key

<p>What I Know</p> <p>1. A 2. A 3. B 4. D 5. D</p> <p>What's In</p> <p>1. ✓ 2. ✓ 3. ✓ 4. ✓ 5. ✓</p>	<p>What's More</p> <p>1. Software 2. menu 3. sculpture 4. application 5. programming software</p> <p>What can I do</p> <p>1. True 2. True 3. True 4. True 5. True</p>	<p>Assessment</p> <p>1. D 2. B 3. D 4. B 5. C</p> <p>Additional Activities</p> <p>1. System Software 2. Application Software 3. Operating Software 4. Programming Software 5. Translator</p>
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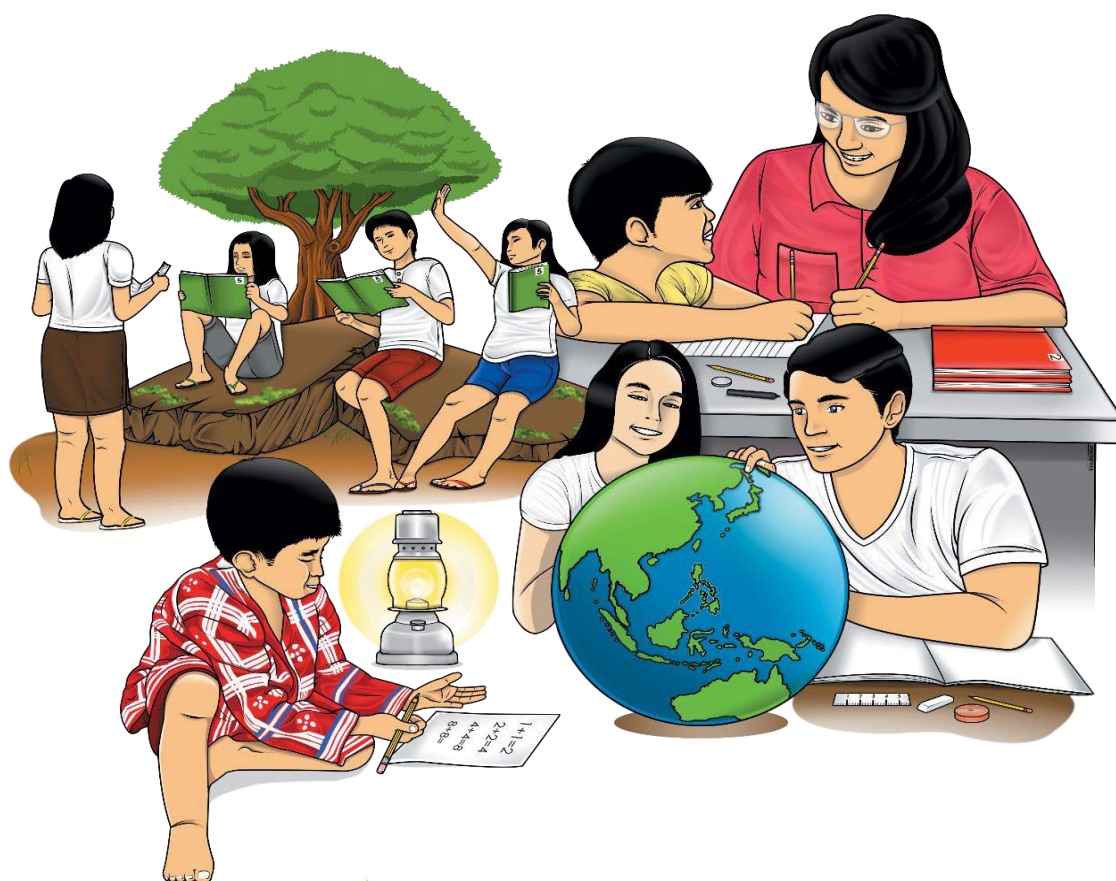
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Arts

Quarter 4 – Module 9: The Use Of New Media in Creating Audio-Video Art And Product Design



Arts 6

Alternative Delivery Mode

Quarter 4 – Module 9: The Use of New Media in Creating Audio-Video Art and Product Design

First Edition, 2021

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Arts

Quarter 4 – Module 9: The Use of New Media in Creating Audio-Video Art and Product Design

Introductory Message

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Thank you.



What I Need to Know

Art is an important component in the life of a man. It has been a part of man's existence since the very beginning. The work of art which was made through creativity, imagination, ideas, emotion, and skills. The expression of arts can be seen and felt through the different forms. As generation today works in fast pace, creating work of art also upgraded because we now use technology.

This module will help you utilize your art skills in using new technology (hardware and software). At the end of the module, you will be able to:

- a. know the different art skills in using new technologies;
- b. utilize art skills in using new technologies (hardware and software) (A6PR-IVg); and
- c. realize the importance of art skills in using new technologies.



What I Know

Before you start studying this module, take this simple test first to find out what you already know about the topic. Write your answers in a separate sheet of paper.

1. Which of the following items can be used to make a video recording?
a. Ballpen b. Cellphone c. Notebook d. Radio
2. An art form which relies on using technology as a visual and audio medium.
a. Drawing b. Printmaking c. Sculpture d. Video art
3. It is a diary entry of what you did for the day, a topic that you want to discuss or an activity that you want to show. It is also known as vlogging.
a. Painting b. Recording c. Shooting d. Video blogging
4. Creating an audio-visual art requires the use of necessary equipment or gadgets together with your_____.
a. Artistic skills b. Listening skills c. Singing skills d. Speaking skills

5. What are the following art skills that can be utilize in creating an audio-video art?
 - a. Composition skill
 - b. Application of value/contrast in color
 - c. Color theory and techniques for working with colors.
 - d. All of the above
6. The exploration of kinetic abstract art and music or sound set in relation to each other is called _____. It includes visual music, abstract film, audio visual performances and installation.
 - a. Audio art
 - b. Audio-visual art
 - c. digital art
 - d. visual art
7. _____ is the process of recording still or moving images electronically.
 - a. Audio recording
 - b. Digital art
 - c. Photography
 - d. Video recording
8. It refers to the arrangement of visual elements in a work of art; literally, the word means “putting together.”
 - a. Colors
 - b. Composition
 - c. Contrast
 - d. Values
9. The element of art that shows the relative degree of light or dark is _____.
 - a. Colors
 - b. Composition
 - c. Contrast
 - d. Values
10. _____ is an element of art that helps artists set a particular mood or setting in art.
 - a. Colors
 - b. Composition
 - c. Contrast
 - d. Values

Well, how was it? Do you think you did well? Compare your answers with those in the Answer Key.

If all your answers are correct, this shows that you already know much about the topics in this module. You may still study the module to review what you already know. Who knows, you might learn a few more new things as well.

If you got a low score, this means that this module is for you. It will help you understand some important concepts that you can apply in your daily life. If you study this module carefully, you will learn the answers to all the items in the test and a lot more!

Are you ready?

Lesson

1

New Media in Creating Audio-Video Art and Product Design



What's In

Let us first review your past lesson.

Which of the following pictures shows the correct software in making an electronic collage?



A



B

The software in making an electronic collage is one of the tools that you can use in making an audio-visual art.



What's New

Look carefully at the pictures in illustrations 1 and 2. Which of the following pictures show art skills using new technology? You can use the guide questions in choosing the letter of the correct answer and write it on a different sheet of paper.

Illustration 1.



A



B

Illustration 2.



A



B

Guide Questions:

1. What is the tool used in making the pictures in illustration 1? In illustration 2?
2. How are the pictures in illustration 1 different from each other? In illustration 2?



What is It

Nowadays, people can easily record all activities or events in their lives and even in their surroundings because of technological advancement. This is with the use of different technologies either hardware or software like computer, camera, recorder, cellphone, and like. With the necessary equipment or gadgets combined with your artistic skills, creating an audio-visual art will be a success.

What is audio-visual art?

Audio-visual art is an art form that includes both visual and audio or sound component. This could be a visual music, film, an animation, a documentary, audio visual performances, an installation or something more experimental like an art-video. It is also defined as the exploration of kinetic abstract art and music, or sound set in relation to each other.

A **video art** is an art form which relies on using technology as a visual and audio medium. One example of a video art is video recording.

Video recording is the process of recording still or moving images electronically. The techniques used to record images on videotape are like those used to record sound. Under video recording is what we call the **video blogging**. It is diary entry of what you did for the day, a topic that you want to discuss or an activity that you want to show. It is commonly known as **vlogging**.

The Different Art Skills in Using New Technology

1. Composition skills

Composition refers to the arrangement of visual elements in a work of art; literally, the word means “putting together.” All artistic elements, such as lines, shapes, tone, form, depth, color, texture, and space, can be arranged in various ways. Visual arrangements that follow the rules of composition, however, will look better.

2. Color theory and techniques for working with colors

Color theory and the skillful use of colors is necessary in multi-colored works. In video recording, the use of different color is very important because it helps the artists in showing a particular mood or setting in their art.

3. Application of Value/Contrast in Color

Video recording make use of light because it affects the way you see certain people or object and your creativity. Light is very important in shooting videos that is why artist use the principle of value (relative degree of light or dark) to show their creativity using light.



What's More

Activity 1: Vlogging Time

Materials Needed:

Cellphone, video camera, tablet, or computer/laptop webcam

This is how you make your video blog:

1. Using a cellphone, video camera, tablet, computer/laptop, turn on your camera/web cam and press Record.
2. Introduce yourself and say something of interest.
3. You can show your room or your house and tell something about it.
4. Share some of your hobbies or things you like to do.
5. Conclude the video by sharing some of your aspirations in life.
6. Save your work.



Notes to the Teacher

You may assist your pupil in doing their video blog and let them show their work to their classmates if they want. Do not forget to check and view the video blog.

Assessment 1

Matching Column A to Column B. Write the letter of your answer on a separate sheet of paper.

A

1. art skills
2. video blogging
3. an art form with visual and audio medium
4. help shows a particular mood/setting of art
5. gadget used to create an audio-visual art

B

- a. Cellphone
- b. Colors
- c. Coloring skills
- d. Video art
- e. Vlogging



What I Have Learned

Creating audio-video art is easier with the use of technological advancement. Together with your art skills, you can record videos and make your own video clips.

People can record videos themselves and can also make their own video clip. No matter what happened you are the artist of your own work. Use your skill as an artist and make use of technology for your convenience because this will make your audio-visual creation a success.



What I Can Do

Interview Time. Create your own Video Recording.

Make a short interview of a person you find interesting or has admirable qualities.

Materials Needed:

Cellphone, video camera, tablet

What to do?

1. Choose a person that you will interview.
2. Contact your interviewee and schedule the interview.
3. Prepare your questions as your guide. Write them down on a piece of paper.
4. On the day of the interview, prepare the materials needed for video recording.
5. Make sure that you use your artistic skills in the preparation of the place of the interview.
6. Remember that colors and light matters.
7. Using a cellphone, video camera, tablet, turn on your camera and press record.
8. Begin your interview.
9. After the interview, save your video.
10. Present your work to your teacher.



Assessment

Read each item carefully and choose the letter of the correct answer. Write your answers on a separate sheet.

1. An art form which relies on using technology as a visual and audio medium.
a. Drawing b. Printmaking c. Sculpture d. Video art
2. What are the following art skills that can be utilize in creating an audio-video art?
a. Composition skill
b. Application of value/contrast in color
c. Color theory and techniques for working with colors
d. All of the above
3. Which of the following items can be used to make a video recording?
a. Ballpen b. Cellphone c. Notebook d. Radio
4. It is a diary entry of what you did for the day, a topic that you want to discuss or an activity that you want to show. It is also commonly known as vlogging.
a. Painting b. Recording c. Shooting d.Video blogging
5. Creating an audio-visual art requires the use of necessary equipment or gadgets together with your_____.
a. Artistic skill b. Integrative skill c. Listening skill d. Singing skill
6. _____ is an element of art that helps artists set a particular mood or setting in art.
a. Colors b. Composition c. Contrast d. Values
7. It refers to the arrangement of visual elements in a work of art; literally, the word means “putting together.”
a. Colors b. Composition c. Contrast d. Values
8. The exploration of kinetic abstract art and music or sound set in relation to each other is called _____. It includes visual music, abstract film, audio visual performances and installation.
a. Audio art b. Audio-visual art c. Digital art d. Visual art
9. The element of art that shows the relative degree of light or dark is _____.
a. Colors b. Composition c. Contrast d. Values
10. _____ is the process of recording still or moving images electronically.
a. Audio recording b. Digital art c. Photography d. Video recording



Additional Activities

Now that you already know how to make a video recording. Try doing it one more time. Choose a theme, make a 5 minute vlog and submit it to your teacher. You may also share your output to your family and classmates.



Answer Key

Assessment 1. d 2. d 3. b 4. d 5. a 6. a 7. b 8. b 9. d 10. d	What's More 1. c 2. e 3. d 4. b 5. a	What's New Illustration 1. B Illustration 2. A	What's In A	What I Know 1. b 2. d 3. d 4. a 5. d 6. b 7. d 8. b 9. d 10. a
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