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Arts

Quarter 2 – Module 3: Digital/Computer Art Applications

Arts Grade 10
Alternative Delivery Mode
Quarter 2 Module 3 – Digital /Computer Art Applications
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Quarter 2 – Module 3: Digital/Computer Art Applications

DepED

DEPARTMENT OF EDUCATION

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.

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

Pretest is provided to measure your prior knowledge on lessons in the 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 this module, you need to answer the posttest to self-check your learning. Answer key is provided for each activity and test. We trust that you will be honest in using this

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. 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

Hello, how are you today? You have learned from other modules the different technology-based arts such as computer/digital arts, its origin, and the different digital artists both foreign and local. As you go with this module, you will learn the different media techniques. You will also learn to communicate your ideas and experiences through the 21st century art.

This module will help you enhance your artistic skills using modern technologies. It is expected that at the end of this module, you will create your own artwork using your gadgets such as your android phone, iPod, tablet, laptop etc. Specific and friendly instruction is given in every lesson. Remember to carefully read the instruction before answering each activity and assessment as part of the module. Answer honestly the module.

Focus on the subject! This module is made readily accessible to you as a learner along with the specific lessons that are needed to complete the self-study program and enrichment. It covers the objectives of the lesson, pre-assessment, lesson proper, post-assessment, summary of learning, answer keys, and the references.

You can answer the module in your most convenient time and place. If you really need help in creating your artwork, assistance of your parents, siblings or friends are allowed, but you must only ask them the procedures. Do not let them finish the task for you. Remember that experience is the best teacher.

Please **DO NOT WRITE** anything on this module. Kindly use separate sheets of paper in answering the pretest, self- check exercises, and posttest.

READY? 1, 2, 3...GO!

Learning Competencies:

1. Create artwork that can be locally assembled with local material, guided by 21st century in the evolution of various forms of arts ;**(A10-IIc-e-1)**
2. Explain the influence of technology in the 21st century on the evolution of various forms of arts; **(A10PR-IIc-e-2)**
3. Apply different media techniques and processes to communicate ideas, experiences and stories showing the characteristics of the 21st century art (graphic software like Photoshop, In Design, etc.); **(A10PR-IIb-e-3)** and
4. Evaluate work of arts in terms of artistic concepts and ideas using criteria appropriate for the style or form. **(A10PR-IIf-4)**

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Specific Objectives:

At the end of the module, you should be able to:
1. identify the different image manipulation programs and applications that run on today's android devices;
2. create sample artworks using the different media techniques and processes of the 21st century arts;
3. evaluate the artworks through using the different criteria appropriate for each style; and
4. appreciate the different artworks using various media techniques and programs.
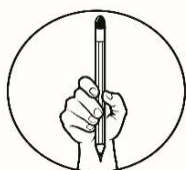
What I Know

Pretest

A. Directions: Read each statement carefully. Choose the letter of the correct answer that correspond to the following questions. Write your answer in your notebook.

1. This is a gadget that you constantly hold which has evolved from a mere communication tool to a creative device and allows you to generate original works of arts from an entire range of purposes.
   a. DSLR   c. Laptop
   b. iPad   d. Mobile Phone

2. What do we call the new-generation model known as android tablets, phones, and combination of both?
   a. Iphone   c. Phablet
   b. Mobile Phone   d. Tablet

3. Which of the following is a downloadable application for android phone that allows you to make collage out of images from your photo gallery?
   a. Doodle Booth   c. Photo Grid
   b. Pic Collage   d. Pixlr

4. Which of the following is an application for taking photos and videos using an iPad or iPad mini (a version for the iPhone, called Simple Booth, is also available)?
   a. Doodle Booth   c. Mirror Booth
   b. Magic Booth   d. Photo Booth

5. This is a free online photo editing tool that provides filters, frames, text, and effects to manipulate your images.
   a. Flipagram   c. Pixlr
   b. Pic Monkey   d. Snapseed

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B. Directions: Identify the program/application described in each sentence. Write your answers in your notebook.

6. This is a downloadable application that allows you to bring your photos to life and short videos set to music of your choice.
7. It is Adobe's photo editing, image creation and graphic design software which provides many image editing features for faster (pixel-based) images as well as vector graphics.
8. This is a video game development tool that allows users to create 2D video games for computers, mobile devices, and the web.
9. This is a photo-editing application for iOS and Android produced by Nik Software, now owned by Google. It enables users to enhance photos and apply digital filters and save users' editing history and redirect to any of the actions before. It can also create and save filter combinations by using the default filters and editing features.
10. This is a computer program for the Windows Operating System which allows people to make computer games without knowing a computer programming language.

C. Directions: Identify which of the following artworks is an original or modified one. Write **O** if it's an original picture and **M** if it's a modified one. If modified, identify what modifications were done. Write your answers in your notebook.

1._____
_____
_____
_____

2. _____
_____
_____
_____

Photo Credits to Cecilia D. Saldua

3._____
_____
_____
_____

4._____
_____
_____
_____

Source: © Кэт Линицкая *Digital Synopsis/*
https://digitalsynopsis.com/design/before-and-after-photoshop-pictures/

5._____
_____
_____
_____

6._____
_____
_____
_____

Photo Credits to Cecilia D. Saldua

Now that you are done with the pre-assessment activity, you can check your answers in the answer key found on page 28.

Lesson 1

The Influence of Technology in the Evolution of Various Forms of Arts

What's In

In Module 2, you learned about the roles and functions of modern technology on different artforms where the two (2) functions of arts were discussed namely the motivated and non-motivated functions. You also analyzed how artworks were derived from traditions and history and compared the characteristics of 21st Century artworks based on processes, themes and styles.
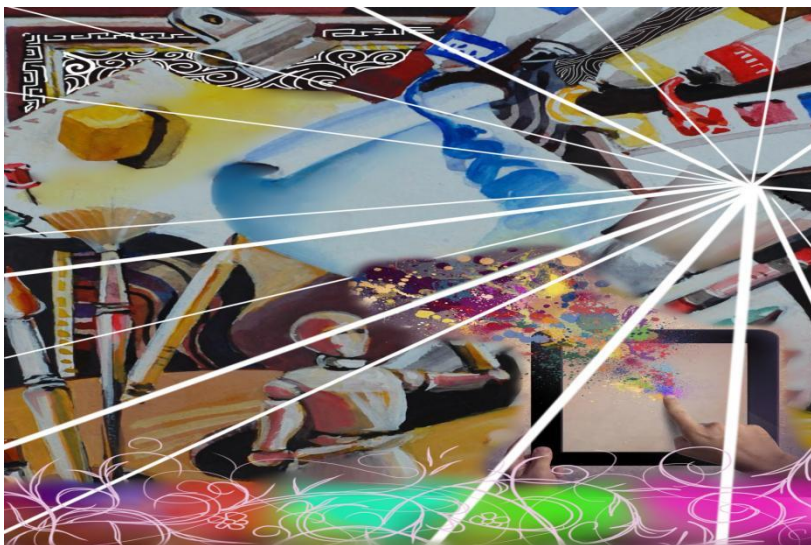
What's New

Picture Analysis

Directions: Analyze the picture of the digital output below based on the elements, principles, roles and functions, and characteristics of arts. Write your analysis on a ½ sheet of paper. (Duration: 15 mins.)

Source: *Digital artwork by Mr. Christian Rey R. Ricarze (Original Artwork)*

What is It

Technology influences different aspects in the society specifically in arts, the way we create and appreciate every masterpiece. Artists usually use cameras, laptops/computers, photoshop and other specialized photo or video editing applications or software to create and edit their works of art.

Artists are not the only ones who use technology in a new way. Public museums and art galleries also use digital platforms in showcasing art pieces. In terms of publication and selling of artworks, artists and gallery owners deal their pieces without the mediation or interference of middleman-agents.

Digital artwork by Mr. Christian Rey R. Ricarze

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Below are the influences of technology on the evolution of various forms of arts:

ENVIRONMENT IMPACT

Technology helps reduce waste in the industry. Because of technology, artists can create, share and send their artworks easier and faster. Artists who use technology can create sketches, edit pictures and preview design changes before creating a final product. This allows the artists to use fewer materials in their creation.

With the new normal, artists and gallery owners have an open access to the buyers of art pieces that saves costs and modes of transportation. They can easily deliver or send their products online through apps like ArtMatch which permits the clients to choose the piece they like.

ACCESSIBILITY

Technology is making art more accessible to the public, especially to those who have limited knowledge of art or who cannot afford either time or money to visit galleries or museums. There are various applications that can help clients in choosing or buying arts of their personal tastes such as Google Art Project, Artsy.com, Amazon Art, Article and various photoshop applications.

THE BUSINESS OF ARTS

Technology has a great impact on art business as well as on societal accessibility. Technology makes art sellers more accessible, transparent and makes sales process more streamlined. The market of online art sales has been growing in line with high demand from international markets and increasing access to internet-based retail outlets.

SECURITY

Security is an important area in technology that has a big impact in the arts world. Museums, galleries, auction houses and even the pieces themselves are at risk with threats such as theft, forgeries and even a simple touch. Security scanners and sensors are developed in order to help, preserve and secure the most precious and valuable works from theft and other forms of illegal actions.
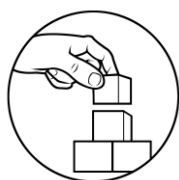
What's More

Activity 1

Craft Making

Directions: Create an artwork using local materials with the application of the principles and techniques of 21st century artwork.

Lesson 2

Digital Art Applications

Technology-based art is essentially computer-generated and/or manipulated. Through the centuries, visual artists used actual brushes and palettes, and a whole array of paints, inks, and natural pigments applied to paper, canvas, fabric, walls and ceilings. Today, computer artists employ powers of image-the manipulation of programs and applications to create their works which can appear in an entire range of media—whether as a physical output or a virtual experience.

Technology-based art includes **Computer/Digital Art** such as Mobile phone photos/videos, Digital Photography, Digital Painting, Computer Generated Images, Videos (TV and Film).

What's In

Let's have a short recap about the influences of technology on arts. Fill in the missing letters to form the correct word.
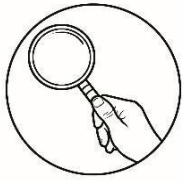
1. **E__ __I R__ __M__ __T__ __   I__ __A__T**

2. **__C__ __ __ __I B__ __ __T__**

3. **B__S__N__ __ __E__   O__   A__ T__**

4. **S __C __ __ I __ T __**

5. **__R __M __T __ __ N   A__D   S__C__ __L   __E D__A**

What is It

Mobile Photography Defined

Mobile Photography is the art of photography using a smartphone or mobile device. It is a modern art form. It is discreet, intimate, and always accessible to capture a moment.

Some of the Image Manipulation Programs and applications that run on today's android devices are the following:

Pixlr – a powerful, free online image editor.
Source: *Pixlr logo https://www.crunchbase.com/organization/pixlr*

Photo taken and edited by Charley R. Barcelona (Original Work)

 Pic Collage – allows you to make collages incorporating photos, stickers, text, and frames.
Source: Piccollage logo https://piccollage.com/

Photo taken and edited by Charley R. Barcelona (Original Work)

 Photo Grid – a downloadable application for android phones that allows you to make collages out of images from your photo gallery.
Source: PhotoGridapp/logo   https://www.techforpc.com/photo-grid-online-for-pc-mac-windows-7-8-10-free-download/

Photo taken and edited by Charley R. Barcelona (Original Work)

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Doodle Booth – an iPad application (with a free downloadable version) that enables you to 'doodle' on your stickers.
Source: *Doodle Booth logo https://apps400.com/iphone-apps/the-upgraded-doodle-booth-for-more-fun-in-photo-editing.html*

Photo Credits to Charley R. Barcelona

Picsart – a free photo editor and drawing application, as well as a social network for you to share your art with others.
Source: *Picsart*
https://search.yahoo.com/search?fr=mcafee&type=E211US885G0&p=picsart+logo+png

Photo Credits to Charley R. Barcelona

Photo Booth – an application for taking photos and videos using an iPad or iPad mini (a version for the iPhone, called SimpleBooth, is also available).
Source: *Photo booth logo https://www.pngitem.com/middle/iJRhJho_photobooth-logo-png-transparent-png/*

Photo taken and edited by Charley R. Barcelona (Original Work)

Instagram – a fast and fun way to share images with others; snap a photo, choose from the available filters, and share via Facebook, Twitter, Tumbler, and more.
Source: *Instagram Logo*
https://www.pngitem.com/middle/iJRhJho_photobooth-logo-png-transparent-png/

Photo taken and edited by Charley R. Barcelona (Original Work)

FaceApp is a photo and video editing application for iOS and Android developed by Wireless Lab, a company based in Russia. This is an application that generates highly realistic transformations of human faces in photographs by using neutral networks based on artificial intelligence This app can transform a face to make it smile, look younger, look older, or change gender.
Source: *FaceApp Description/logo Wikimedia/Wireless Lab*
https://en.wikipedia.org/wiki/FaceApp

Photo Credits to Antonio Q. Rabara

Pic Monkey –a free online photo editing tool that provides filters, frames, text, and effects to manipulate your images.
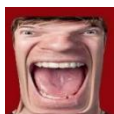***Source:*** *PicMonkey Logo https://en.wikipedia.org/wiki/PicMonkey*

Flipagram – a downloadable application that brings photos to life and short videos set to music of your choice.
Source*: Flipagram Logo*
https://search.yahoo.com/search?fr=mcafee&type=E211US885G0&p=flipagram+logo

Magic Mirror Booth –an iPhone application that allows you to take amusing, distorted images, simulating camera effects.
***Source****: Magic Mirror Booth logo Magic Mirror Booth/Guillaume Fleury*
https://apps.apple.com/us/app/magic-mirror-booth/id550805725

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Best Digital Art Apps for Android

1. **Layer paint –** This is an application that has lots of brushes, pens, painting tools, shape tools, different layering options such as merge, duplicate, move, and delete. It comes with a wide variety of brushes and other tools where the application can handle HD resolutions without any glitches whatsoever. Users also swear by the magic selection tool it brings which is at par with several desktop editing and designing counterparts.

2. **PaperColor** – This application helps beginners learn to draw by providing translucent base designs to trace over. Once it is finished, the user can just remove the base layer which will reveal an original creation. This app also allows the users to personalize artworks by adding their signatures to finished paintings.

3. **RoughAnimator** - This is a paid user-friendly animation application that will allow you to create cartoon images and visuals in no time! This makes things tricky for the first-time users who must figure out a lot of various functionalities for themselves. With several brush sizes, speed controls, preview features, and the option to import music to accompany the creations can really spell a great difference to the artwork.

4. **SketchBook –** This application which was developed by Autodesk is an impressive and popular creative app with professional drawing tools. It gives users access to a full Coptic Color library with nearly 140 brush styles including synthetics smudge brushes, more layers and blending modes, advanced tools including a magic wand and gradient filters.

5. **Ibis Paint-** This is a free application tool which is meant for animé and manga enthusiasts. The in-app sharing feature lets users view other works for references and upload their own for feedback. This is also called by experts as Photoshop Lite used for mobile phones which gives extensive brush options, full RGB and HBG palettes and other advance editing tools. This app is best used with stylus for greater detailing and accuracy.

6. **MedibangPaint-** This is a free application and is one of the excellent Japanese drawing apps for lightweight digital painting and comic creation for some artists.

7. **Artflow** - This is another free application which is offering almost everything to all types of artists like multiple brushes, color picker, six-step undo, and most essential support for two layers. This is a user-friendly app and best for professional designers who want to showcase something unique.

8. **Infinite painter-** This is an application which has an immense fan following it, as it is easy to use. Some of its features like powerful tools in the form of 3D rendering with a pack of 80 plus brushes make this app unique from the crowd. Apart from that, it also offers Photoshop-compatible layers with blend modes. The Infinite Painter app can help the artist to create 3D images in five perspective views with plenty of tools.

9. **InspirARTion-** This is a less popular drawing app which has a web version if you want it on multiple platforms. It is an app with a bunch of features, including various brushes and drawing implements. It has also a symmetry mode, the ability to import existing images, and you can even pick the color by using colors that are already on the image.

10. **Dotpict** - This is another unique drawing application which is partly a game. This app perfectly suits everyone as it offers a grid and zoom. Another best thing about this app is that, it is a simple but noteworthy 8-bit app. This means that you can select a color while aiming the cursor and pushing to convert your imagination into reality. It has also the following features: auto-saving, undoing, redoing, and exporting work when it is over.
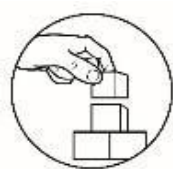
What's More

Activity 1: 1, 2, 3 CLICK!

Directions: Come up with a work of art by following the given procedures below.
1. Capture your favorite spot at home/garden using your available gadget (camera, camera phone, etc.).
2. Use any of the applications installed in your device and experiment with different effects and features to modify your saved image.
3. Save a copy of the original image and the modified image on your gadget files.
4. Submit your output to your teacher online on the specified link or e-mail address given to you.

Activity 2: BRING OUT THE ARTIST IN YOU!
Directions: Work on the given task by following the instructions below to come up with a work of art.

1. Use a computer or smartphone and create your own digital artwork from the list of applications you have learned.
2. Choose different subjects like still life or landscapes and bring out your artistic side by applying the different principles you've learned before.
3. Paste your outputs on a short bond paper and give a title to your work.
4. Explain briefly how the following principles of art are reflected in your work using your notebook. Follow the format (title of your artwork, technique used, date created, and brief explanation).

Note to the Teacher: This can be done by the teacher as performance task. A rubric on page 27 can be used by the teacher as guide for the students in accomplishing the task.

Additional Activities

Activity 3: Let's have more fun!

1. Take photos of the sunset, plants, flowers, or any countryside scene.
2. Print them in a short coupon bond. (Preferably 4 pictures per page)
3. Compile and pass these to your teacher by dropping them off at the designated pick-up points in your place/barangay through your parents/guardians.

For those who don't have gadgets:

1. Collect photos of countryside scenes/beautiful scenes from magazines.
2. Paste them in a short coupon bond.
3. Compile and pass them to your teacher by dropping them off at the designated pick-up points in your place/barangay through your parents/guardians.

Note to the Teacher: This can be done by the teacher as performance task. A rubric on page 27 can be used by the teacher as guide for the students in accomplishing the task.

Good job! How did you find the activity you have done? Are you sure that you have not forgotten anything?

Do you know that what you have done is actually a part of your lesson in this module which applies the knowledge that you have learned about the different computer applications in the previous modules? For you to learn even more, understand and appreciate digital arts, continue with the next lessons.

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Computer Art Applications

What's In

Directions: Arrange the jumbled words to form the correct words described on the following sentences. Write your answers on your answer sheet.

1. **CPI EOGACLL** – allows you to make collages incorporating photos, stickers, text, and frames.
2. **HOOPT RGID** – a downloadable application for android phones that allows you to make collages out of images from your photo gallery.
3. **POOTH THOOB** – an application for taking photos and videos using an iPad or iPad mini.
4. **PCI KONMYE** – a free online photo editing tool that provides filters, frames, text, and effects to manipulate your images.
5. **RYEAL AINTP** – is an application that has lots of brushes, pens, painting tools, shape tools, different layering options such as merge, duplicate, move, and delete. It comes with a wide variety of brushes and other tools as the app can handle HD resolutions without any glitches whatsoever.
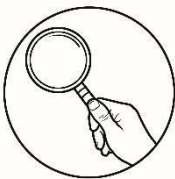
What Is It

COMPUTER PROGRAMS OR APPLICATIONS

We are now in the computer era. Everything could be possibly done with the aid of our devices. You have already learned about the different digital programs/applications in the previous lessons. For you to learn more about the different computer applications/programs, you must have to experience doing it. These could not only be done for school purposes; it could also be used in earning a living. Get ready because we will now have step by step procedures in using the different applications. Compose yourself; start conceptualizing a topic that you could use in making your artworks which could be exhibited before the quarter ends. Make sure that the medium that you are going to use is suitable to your topic so that your audience could understand the message that you want to convey in your artwork.

Examples of Computer Programs/Applications

Photoshop is Adobe's photo editing, image creation and graphic design software. The software provides many image editing features for raster (pixel-based) images as well as vector graphics. It uses a layer-based editing system that enables image creation and alters multiple overlays that support transparency. Layers can also act as masks or filters altering underlying colors. Shadows and other effects can be added to the layers. Photoshop actions include automation features to reduce the need for repetitive tasks. An option known as Photoshop CC (Creative Cloud) allows users to work on content from any computer.

Source: *Photoshop logo Adobe Inc./Thomas & John Knoll*
https://en.wikipedia.org/wiki/Adobe_Photoshop

Photo Credits to Cecilia D. Saldua

Photo Credits to Cecilia D. Saldua

Photo Credits to Cecilia D. Saldua

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Stencyl is a video game development tool that allows users to create 2D video games for computers, mobile devices, and the web. The software is available for free, with select publishing options available for purchase.
Source: *Stencyl logo www.stencyl.com*

Stencyl is an authoring tool. It includes several modules used to accomplish the necessary tasks to create games with the software.

- The Behavior Editor is used to create and edit code and game logic in modular pieces known as behaviors and events.
- The Tileset Editor is used to import and edit tilesets, including their collision shapes, appearance, and animations.
- The Actor Editor is used to create and edit game entities (Actors) and their settings, including behaviors, physics, and animations.
- The Scene Designer is used to create and edit levels and game states (Scenes) by using actors, tile sets, and behaviors.

Twine is a free and open-source tool created by Chris Klimas for making interactive fiction in the form of web pages. It is available on Mac OS X, Windows, and Linux.

Twine emphasizes the visual structure of hypertext and does not require knowledge of a programming language as many other game development tools do. It is regarded as a tool which can be used by anyone interested in interactive fiction and experimental games.
Source: *Twine/ Chris Klimas https://en.wikipedia.org/wiki/Twine_(software)*

Game Maker is a computer program for the Windows operating system. It was first made by Mark Overmars, but it is now made by the company YoYo Games. Game Maker lets people make computer games without knowing a computer programming language.
Source: *Wikipedia https://en.wikipedia.org/wiki/Game-Maker*

Snapseed a photo application that enables you to enhance, transform, and share your photos. It is a photo-editing application for iOS and Android produced by Nik Software, now owned by Google. It enables users to enhance photos and apply digital filters and save users' editing history and redirect to any of the actions before. It can also create and save filter combinations by using the default filters and editing features. The list of special effects and filters includes Drama, Grunge, Vintage, Center-focus, Frames, and a Tilt-shift (which resizes photos). Users can import RAW images as well for better quality edits.
Source: *Wikipedia https://en.wikipedia.org/wiki/Snapseed*

Other Graphic Software Programs

There are other graphic software programs that you can use as image and video manipulating tools. These are:

1. **Digital painting** is referred to as a technique using a graphic software program to create an artwork that is totally virtual. The canvas, brushes, paints, and other tools are all virtual, existing only within the computer. The finished work is also stored in virtual format to be shared through cyber space.

2. **Ctrl+Paint** is an example of an online resource for teaching yourself digital painting for free via simple videos and mini tutorials.

Example of Digital Painting as illustrated by Rogelio Berbano (Original Work)

3. **Video Technology / Imaging Videos –** This is the creation of computerized images that are edited or generated using photo editing applications and digital capturing devices such as cellphones, HD camera and video recorder.

4. **Social media purposes** - Another tremendously powerful and innovative field that digital technology has revolutionized is that of creating and presenting videos. The digital technology captures and edits such videos contained right in your tablets and android phones. The raw video clips can be enhanced and modified with a myriad of effects depending on the video application you have installed in your device.
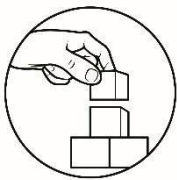
What's More

***Activity 1*: Creating Your Own Artwork Using Photoshop**

Directions: Work on the given task by following the instructions below to come up with a work of art.

1. Choose a photo/s from your device with any of the themes provided below.
   - Source of happiness
   - Tagumpay
   - Everyday life
2. Using the photoshop application, experiment your photo by exploring the different photoshop tools (Pen tool, Clone stamp tool Shape tools, crop tool move tool etc.)
3. Print your artwork in a short coupon bond for compilation.
4. You can share it with your friends through your social media account. Have fun!

Note to the Teacher: This can be use by the teacher for performance task. A rubric on page 27 can be used by the teacher as guide for the students in accomplishing the task.
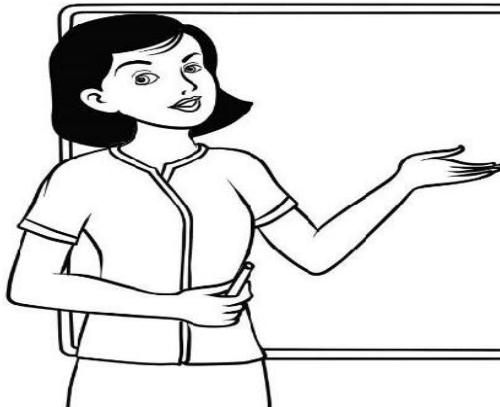
Well done! After having learned and applied photoshop application through creating your own artwork, you can now be a digital artist in your own way.

Let's have another artwork application. Work on the given activities that were prepared for you. Let's get it on!

The Artist in Me


What's In

Now that you are done with Lessons 1 to 3, let us determine the extent of your learning by doing the activity below.

Identify the computer apps described in each item by filling in the box on the third column with the correct answer.

1.	It is a video game development tool that allows users to create 2D video games for computers, mobile devices, and the web.	
2.	It is a computer program for the Windows operating system.	
3.	A photo application that enables you to enhance, transform, and share your photos	
4.	It is a free and open-source tool created by Chris Klimas for making interactive fiction in the form of web pages.	
5.	It is Adobe's photo editing, image creation and graphic design software.	
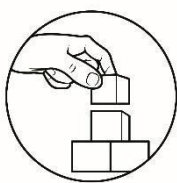
What's More

A. WRITE UP!

Based on the Activity 1 in Lesson 3, describe how you created your output focusing on the media technique used by answering the questions below.

Name   : _____

Grade & Section   : _____

Date Accomplished : _____

Process Questions:

1. What did you take into consideration before making your artwork? What specific app did you use?
2. What media technique/s did you use in your artwork? Explain briefly.
3. In your opinion, can you create such an artwork when resources are unavailable or with little knowledge only? Why or why not?

B. FAMILY MATTERS!

Show your output in Activity 1 Lesson 3 to a family member or a close relative. Request them to give an evaluation to your work by drawing either a 🙂 for a **Yes** answer or ☹ for **No** answer.

YES	Questions	NO
	Do you like the artwork?	
	Is the artwork an example of technology-based art?	
	Does the artwork show originality and possess aesthetic value?	
	Does the artwork show or depict a clear concept or idea of something?	

What I Have Learned

Write a short essay about the experiences you have encountered while creating artworks using media techniques. Write your answer on a separate sheet of paper.

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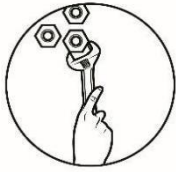
What I Can Do

LET'S DO MORE!

Make another artwork following the steps below.
1. Launch Adobe CS6 Portable app.
2. Create a new layout by clicking the FILE Tab and select NEW.
3. Set the desired size/dimension (18" width; 12" height).
4. Place background color. Go to Rectangle Tool and select the desired color/s (blue and golden yellow).
5. Open the file photo in a new window. Click Eraser Tool>Magic Eraser Tool to remove the background.
6. Drag the photo to the first layout. Adjust the size.
7. Click the Type Tool. Select the desired text color, font and size.
8. Go to File and click Place. Select the school logo and open. Adjust the desired size. Right click the layer and select blending options for layer styles.
9. For the logo behind the photo, right click the school logo layer and select duplicate. Adjust the size and shape and place it behind/below the photo layer. Go to Blending options and select Divide from the Blended Mode. Adjust the opacity.
10. Save in JPEG format by clicking File > Save As > Desired Location > Filename > JPEG.

Note to the Teacher: This can be used by the teacher as performance task of the students. A rubric on page 27 can be used by the teacher as guide for the students in accomplishing the task.

Assessment

A. Matching Type: Match Column B with Column A. Write the answers in your notebook.
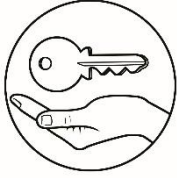
COLUMN A

1. A creative device that allows you to generate original works of arts from an entire range of purposes.

2. It is a new-generation model known as android tablets, phones, and combination of both.

3. It is an application for android phones that allows you to make collage out of images from your photo gallery.

4 This is an application for taking photos and videos using an iPad or iPad mini.

5. It is a photo editing tool that provides filters, frames, text, and effects to manipulate your images.

COLUMN B
A. DSLR
B. Mobile Phone
C. Photo Grid
D. Phablets
E. Doodle Booth
F. Pic Monkey
G. Photo booth

B. Modified True or False: Read the sentences carefully. Write <u>True</u> if the statement is correct. If it is <u>False</u>, pick out the word that makes the sentence wrong then replace it with the correct answer. (2 pts each)

6. Flipagram is a downloadable application that allows you to bring your photos to life and short videos set to music of your choice.
7. Pic monkey is photo editing, image creation and graphic design software which provides many image editing features for raster (pixel based) images as well as vector graphics.
8. Stencyl video game development tool allows users to create 2D video games for computers, mobile devices, and the web.
9. Photoshop is a photo-editing application for iOS and Android produced by Nik Software, now owned by Google. It enables users to enhance photos and apply digital filters and save users' editing history and redirect to any of the actions before. It can also create and save filter combinations by using the default filters and editing features.
10. Game maker is a computer program for the Windows Operating System. It lets people make computer games without knowing a computer programming language.

Pre-Test

A. 1. A   B. 6. Flipagram
    2. D   7. Photoshop.
    3. C   8. Stencyl
    4. B   9. Snapseed
    5. B   10. Game Maker

11. O
12. **M** – Modified the brightness of the color and   change the rocks into sand
13. O
14. **M** – Modified the color of the water, made it blue added flying birds and emphasized the clouds.
15. O
16. **M** Modified the background, the dress and added crown.

What's More

Activity 2, 3, and 4

Note: The artworks of the learner vary according to the theme.

What's New

Activity 1

Rubrics for Activity 1, 2, and 3

	EXCELLENT (20 pts.)	VERY GOOD (15 pts.)	GOOD (10 pts.)
Style of Artwork Subjective use of indigenous materials, scrap/waste materials mixed with color choices.	The artwork is planned carefully; understanding all concepts is clearly demonstrated in making the output.	The artwork is planned adequately; understanding of some concepts is demonstrated in making the output.	The artwork shows little evidence of understanding the concepts in making the output.
Craftsmanship/ Skill Use of art skills expressing emotion.	The artwork shows outstanding art-making skills, with clear attention to control selection and experimentation of medium/media for expressing emotion.	The artwork shows a very good art-making skills and very good attention to control selection and experimentation of medium/media for expressing an emotion.	The artwork shows minimal art-making skills and little attention to control selection and experimentation of medium/media for expressing an emotion.
Creativity / Originality Inventiveness, expression of ideas and imagination portrayed in the construction of project.	The artwork demonstrates original personal expression and outstanding use of principles and elements of arts.	The artwork demonstrates very good amount of personal expression and use of principles and elements of arts.	The artwork demonstrates little personal expression and minimal use of principles and elements of arts.

What I Can Do

Sample Output

Photo Credits to Atty. Ala Mei T. Domingo edited by Jose Roy T. Burgos

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Additional Activities

Rubrics for Activity 4

	Excellent (25 pts)	Very Good (20 pts)	Good (15 pts)	Score
Concept, Idea, Visualization	Shows well-thought concept with a high degree of originality, and sophistication. The video is planned carefully; understanding the concepts and instructions is clearly demonstrated.	Shows good grasp of the concept with some originality and sophistication. The video is planned carefully; concepts and instructions need to be clearer or more evident.	Shows some grasp of the concept with commonly used cliché or stereotyped imagery. The video is not clear and requires greater clarity using visual elements and cues.	
Composition and Design	Shows strong internal integrity of the visual elements. Nothing needs to be added or removed - framing is superb.	Shows internal integrity of the visual elements. A visual element needs to be added, moved or removed - framing needs some slight adjustment.	Shows obvious weaknesses in the internal integrity of the visual elements. Many visual elements need to be added, moved or removed - framing needs definite adjustments.	
Creativity	The student demonstrates superior creativity and originality in the selection of the visual and auditory components.	The student demonstrates good creativity and originality in the selection of the visual and auditory components.	The student demonstrates an average creativity and originality in the selection of the visual and auditory components.	
Effort	Demonstrates above board effort in accomplishing the assignment going the extra distance in research and time spent to get the task done.	Demonstrates a good effort in accomplishing the assignment in research and time spent to get the task carried out.	Demonstrates little effort in accomplishing the task.	

POST TEST

A. 1. B
    2. D
    3. C
    4. G
    5. F

B. 6. True
    7. Pic Money Photoshop
    8. True
    9. Photoshop Stencyl
    10. True

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