### Unit Overview

Students will apply the skills taught in class to complete one of the design tasks listed in each unit.

#### UNIT 1 - Relief Sculpture

- **#1:** Create a cardboard relief sculpture of a landscape or a cityscape
- **#2:** Create a relief sculpture of a scene from your favorite book, movie or video game
- **#3:** Get creative! Come up with your own idea for your cardboard relief sculpture-but make sure to run it past your teacher first!

#### UNIT 2 - 2D Painting

- **#1:** Create a work of art with a nature subject using characteristics of aboriginal dot art.
- **#2:** Create a work of art with a food subject inspired by the work of Wayne Thiebaud.

#### UNIT 3 - 2D Digital Art

You must use Photoshop to:

- **#1:** Create a Cubist portrait a person by collaging together different photos of that person from different angles
- **#2:** Create a Surrealist work of art using your imagination to create an impossible scene that looks like it is actually happening by collaging together images that are connected to each other in a strange way!
- **#3:** Create a Surrealist work of art using your imagination to create an impossible scene that looks like it is actually happening by collaging together images that are connected to each other in a strange way!

#### UNIT 4 - 3D Digital Modeling

Design and construct a digital model of a working:

1. Cell Phone Amplifier
2. Musical Instrument

Digital models will be prepared for printing in PLA plastic on a 3D printer.

### Enduring Understandings

Please access the [NYS Art Standards](#) for the specific Enduring Understandings

- **UNIT 1 - Relief Sculpture**
  - 1.1, 2.1, 2.2, 2.3, 3.1, 7.1, 9.1, 10.1, 11.3
- **UNIT 2 - 2D Painting**
  - 1.1, 2.1, 2.2, 3.1, 7.1, 8.1, 9.1, 10.1, 11.3
- **UNIT 3 - 2D Digital Art**
  - 1.1, 1.2, 2.1, 2.2, 3.1, 6.1, 7.1, 7.2, 8.1, 9.1, 10.1, 11.3
- **UNIT 4 - 3D Digital Modeling**
  - 1.1, 2.1, 2.2, 2.3, 3.1, 6.1, 7.1, 7.2, 9.1, 10.1, 11.3

### Essential Questions

Please access the [NYS Art](#)

- **UNIT 1 - Relief Sculpture**
  - 1.1, 2.1, 2.2, 2.3, 3.1, 7.1, 9.1, 10.1, 11.3
- **UNIT 2 - 2D Painting**
  - 1.1, 2.1, 2.2, 3.1, 7.1, 8.1, 9.1, 10.1, 11.3
- **UNIT 3 - 2D Digital Art**
  - 1.1, 1.2, 2.1, 2.2, 3.1, 6.1, 7.1, 7.2, 8.1, 9.1, 10.1, 11.3
- **UNIT 4 - 3D Digital Modeling**
  - 1.1, 2.1, 2.2, 2.3, 3.1, 6.1, 7.1, 7.2, 9.1, 10.1, 11.3
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