HGTC COURSE	FSD1	GRADE REQ.	Participating High Schools
ARV 110	Digital Art & Design	85	Florence Career Center
Computer Graphics I	Course Codes 6120,		
	6121, 6122, 6123		
ARV 121	Digital Art & Design	85	Florence Career Center
Design	Course Codes 6120,		
0	6121, 6122, 6123		
ARV 210	Digital Art & Design	85	Florence Career Center
Computer Graphics II	Course Codes 6120,		
	6121, 6122, 6123		

November 2018

Curriculum Articulation Agreement For ARV 110 Computer Graphics I

Participating faculty of Florence School District One (FSD1) and Horry-Georgetown Technical College (HGTC) have reviewed the course competencies and agreed that completers of

Florence Career Center Course Numbers 6120, 6121, 6122 and 6123

who satisfactorily complete the following competencies, with an overall grade of 85, as indicated by instructor initials, who are able to pass a competency exam (given at HGTC before the start of Fall semesters) with a grade of 70 or better, and who are able to pass a portfolio review with a grade of 70 or better, are eligible for Technical Advanced Placement for the above-named course at HGTC.

The objectives listed below are taken directly from the current textbooks in use in HGTC's Digital Arts curriculum. You are not required to use these textbooks specifically, but students are required to meet the competencies listed below. These textbooks are:

LEARN ADOBE PHOTOSHOP CC F/VIS.COM, 2nd ed, Rob Schwartz, Peachpit Press 2018 ISBN-13: 9780134878256

LEARN Adobe Illustrator CC for Graphic Design and Illustration, 2nd ed, , Peachpit Press 2018 ISBN-13: 9780134878386

HGTC Competencies:

Photoshop CC Chapter 1 Learn about the goals of the book and our style of teaching and learning. Get familiar with the Photoshop Welcome screen tabs and user interface. Learn to navigate and customize Photoshop. Learn to save custom workspaces and set workspaces for multiple users. Learn strategies to organize data and maximize efficiency. Learn to customize data display. Understand Creative Cloud features and benefits. Chapter 2

- Learn how to import and open images into Photoshop.
- Fix common problems in photographs from improper camera settings.
- Fix old photographs damaged with age and restore colors.
- Resize, sharpen, and save images for sharing on social media or the web.
- Convert images to Black and White with the ability to emphasize certain tones.
- Learn how to use these tools to make a good image even better.

Chapter 3

- Open, repair, and restore damaged photos.
- Colorize black-and-white photos.
- Create, manage, and organize layers.
- Enter, edit, and format type.
- Combine and export layers.

Chapter 4

- Learn to set up documents for commercial printing.
- Use non-printing tools in Photoshop to assist in design.
- Learn to work with RAW images and develop them in Photoshop for future use.
- Learn to work with multiple lines and multiple layers of text.
- Explore how to use Photoshop styles and filters to create effects on text, graphics, or photos.
- Learn how to soft proof and review your images with a client to troubleshoot and refine images.

Chapter 5

- Work with multiple images in the Photoshop workspace.
- Make effective selections and masks and use them to blend images.
- Modify the canvas to extend your image area.
- Use color adjustment tools to make blended images believable.
- Learn to use the content-aware move and extend feature.
- Save files to be used effectively in other Photoshop projects.

III	ustrator CC
Cl	napter 1
-	Explore the Illustrator interface.
•	Use the main interface elements.
•	Explore the essential panels.
•	Create and modify workspaces
Ch	apter 2
•	Create a new document.
	Work with artboards.
	Save a document.
	Navigate the Illustrator interface.
	End a work session.
Ch	apter 3
	Create basic geometric shapes.
•	Reshape a corner via live shapes and live corners.
	Move a corner point.
•	Remove a point.
Ch	apter 4
•	Work with Fill and Stroke.
•	Apply gradients and patterns to fill and stroke.
	Use Recolor Art to change colors in multiple objects.
	Use Transform Again to produce copies.
Ch	apter 5
	Learn about and compare selection tools.
•	Draw a shape by reshaping and transforming basic objects.
	Explore more advanced reshaping.
•	Reshape an oval to create custom objects.
•	Transform objects to create variation.
	Learn about the Layers panel.

Chapter 13 Draw with the Pen tool. Convert points on a path. • Add or remove points on a path. Cut and join paths. Trace a raster image. Draw with the Pencil tool. Chapter 6 Align objects using guides. Draw an object from its center. Use the Shape Builder tool. Stack an object behind existing objects. Chapter 7 • Reshape objects via transformations. Combine objects via Pathfinder options. Apply effects to objects. Edit effects. Save effects as a graphic style. Chapter 8 Create spiraling imagery. Apply distortion via tools. • Apply variable stroke widths to line work. Group objects for better organization. Use selection commands.

Portfolio Requirements are as follows. Students must present:

1 - Project that showcases the ability to combine images and use layers to create a collage type final product. **Must show the creative process**, starting with research. Sketching should showcase thumbnails (minimum of 15) and then progress to rough sketches (minimum of 5). Final print out, a folder/report cover containing all non-digital files (research, sketches, etc) and a

.psd file should be presented on a jump drive for review. Any text that is used in the document should be rasterized before the final save.

2- Project that showcases the ability to use Illustrator: Project should be limited to the methodology used in ARV 110 (pen tool and shape tool). Live Trace and Live Paint should not be used. Project should be a photo of the students chosing, with a fairly high degree of difficulty. The photo should be vectored in Illustrator, with mindfulness of detail. The original photo should be printed, as well as the Illustrator (.ai) file that is created. Both print outs should be included in the portfolio, along with the .ai file that is created. Any text that is used in the document should be converted to outlines before the final save.

Examples can be provided if there are any questions.

Signature Page Attached

Curriculum Articulation Agreement Signature Page

By signature of this agreement, it is agreed that faculty have articulated the competencies of the high school program and the HGTC course and agreed that students who have mastered the named competencies with a program grade of 85 or higher, and who are able to pass a competency exam with a 70 or higher, are eligible for Technical Advanced Placement for the above named HGTC course.

Florence School District One

School	Teacher	Date	Phone	Email
Florence Career Center	Kayla Iseman	8/22/2018		Kayla.iseman@fsd1.org

Horry-Georgetown Technical College					
HGTC Faculty Name	Date	Phone	Email		
LouAnn Timmons, Chair	08/22/2018	843-349-5367	louann.timmons@hgtc.edu		
Melissa Pirozzi, Asst. Chair	08/22/2018	843-349-3656	melissa.pirozzi@hgtc.edu		

Administrative Approval Signatures

Sarah Carpenter	10/11/2018
Director of Career and Technology Education	Date
T'Mars McCallum	10/11/2018
Associate Dean for HGTC	Date

Agreement is valid only for schools that have faculty members' review and sign-off on agreement with HGTC faculty.

Curriculum Articulation Agreement For ARV 210 Computer Graphics II

Participating faculty of Florence School District One (FSD1) and Horry-Georgetown Technical College (HGTC) have reviewed the course competencies and agreed that completers of

Florence Career Center Course Numbers 6120, 6121, 6122 and 6123

who satisfactorily complete the following competencies, with an overall grade of 85, as indicated by instructor initials, who are able to pass a competency exam (given at HGTC before the start of Fall semesters) with a grade of 70 or better, and who are able to pass a portfolio review with a grade of 70 or better, are eligible for Technical Advanced Placement for the above-named course at HGTC.

The objectives listed below are taken directly from the current textbooks in use in HGTC's Digital Arts curriculum. You are not required to use these textbooks specifically, but students are required to meet the competencies listed below. These textbooks are:

LEARN Adobe Photoshop CC for Visual Communication, Rob Schwartz, Peachpit Press 2016 ISBN-13: 978-0-13-439-777-1

LEARN Adobe Illustrator CC for Graphic Design and Illustration, Wilson and Lourekas, Peachpit Press 2016 ISBN-13: 978-0-13-439-778-8

HGTC Competencies:

Photoshop CC

Chapter 6

- Create Photoshop documents with artboards.
- Use linked smart objects and modify linked smart objects while retaining the link.
- Master masks and creating custom brushes and presets.
- Use Photoshop libraries, such as colors, swatches, gradients, brushes, symbols, and patterns.
- Use Photoshop's warping tools.
- Explore the use of clipping masks with layers.
- Save selections.
- Create and use layer comps to compare different versions of an image.

Chapter 7

- Understand important design considerations and concepts for printing using a home or office printer.
- Understand design constraints when designing for the web.
- Understand how to design and do preflight checks when preparing images for commercial printing.
- Understand how to best prepare images for import into other Adobe Creative Cloud apps.

Chapter 8

- Understand trends and standards in industries related to Photoshop.
- Understand terms related to digital imaging and photography.
- Understand industry trends and standards related to web publishing.
- Understand industry trends and standards related to the commercial printing industry.

Chapter 9

- Hone your creativity.
- Prepare your mind for design.
- Apply the design hierarchy.
- Discover the elements of art.
- Understand the element of shape.
- Learn how color works.
- Explore typography.
- Understand the principles of design.

Chapter 10

- Understand your client's needs.
- Familiarize yourself with copyright and licensing basics.
- Explore project management.
- Avoid project creep.

Adobe Illustrator CC Objectives

Chapter 9

Create a Live Paint group.

•	Use the Live Paint Bucket tool.
-	Add new paths to a Live Paint group.
-	Apply color to the edges of a Live Paint group.
•	Expand or release a Live Paint group.
Ch	napter 10
-	Draw shapes by cutting up larger shapes.
•	Create a compound path.
•	Add gradient fills to objects.
•	Create and save custom gradients.
•	Edit gradients via on-object controls.
Ch	napter 11
•	Create and edit blends.
•	Release blends.
•	Create shading using blends.
Ch	napter 12
•	Open symbol libraries.
•	Place symbols.
•	Replace symbols.
•	Create and edit symbols.
•	Use the symbolism tools.
Ch	napter 14
•	Learn about the Brushes panel.
•	Apply brushes.
•	Edit brushes.
•	Create custom brushes.
•	Use the Blob Brush.
Ch	napter 15
•	Create and style point type.

- Apply effects to type.
- Control text flow.
- Place type on a path.
- Create area type.
- Create outline type.

Chapter 16

- Place an image as an embedded object.
- Place an image as a linked object.
- Create a clipping mask.
- Work with Image Trace.
- Use transformations to fit an object into a 3D drawing.
- Use the perspective tools to create a perspective drawing.

Chapter 17

- Prepare artwork for output.
- Learn about Separations Preview.
- Learn about Pixel Preview.
- Output to print.
- Export to web formats.
- Place vector artwork in Adobe Photoshop.

Chapter 18

- Learn how to create design work for others and understand their needs and purposes.
- Understand copyright concerns related to the design industry.
- Understand project management concepts and issues related to working as part of a design team.
- Be aware of common problems and pitfalls in project design and in the design industry.

Portfolio Requirements are as follows. Students must present:

1 - Project that showcases the ability to combine a minimum of 10 images in an 11"x17" and use layers to create a collage-type final poster based on a historical event. Must show the creative process, starting with researching of the event. Sketching should showcase thumbnails (minimum of 15) and then progress to rough sketches (minimum of 5). Final print out, a

folder/report cover containing all non-digital files (research, sketches, etc) and a .psd file should be presented on a jump drive for review. Any text that is used in the document should be rasterized before the final save. Project should show artistic progression and maturity from previous collage for ARV 110 credit.

2- Project that showcases the ability to use Illustrator to create a movie poster that is 10.5"w x16.5"h. The movie must be a live action movie (no animated films or computer generated films). A short synopsis of the movie, 5 rough sketches and an 8.5x11 print out must be included in the portfolio. The final .ai file should be included on a jump drive, with all fonts converted to outlines, for review. This piece should show use elements and principals of design, as well as a creative solution. This poster should be a complete redesign of am already printed movie poster. The original should be printed on 8.5x11 and be included in the portfolio.

Examples can be provided if there are any questions.

Signature Page Attached

Curriculum Articulation Agreement ARV 210 Signature Page

By signature of this agreement, it is agreed that faculty have articulated the competencies of the high school program and the HGTC course and agreed that students who have mastered the named competencies with a program grade of 85 or higher, who are able to pass a competency exam with a 70 or higher, and pass a portfolio review with a grade of 70 or higher, are eligible for Technical Advanced Placement for the above named HGTC course.

Florence School District One

School	Teacher	Date	Phone	Email
Florence Career Center	Kayla Iseman	8/22/2018		Kayla.iseman@fsd1.org

Horry Georgetown Technical College

HGTC Faculty Name	Date	Phone	Email
LouAnn Timmons, Chair	12/08/2016	843-349-5367	louann.timmons@hgtc.edu
Melissa Pirozzi, Asst. Chair	12/08/2016	843-349-3656	melissa.pirozzi@hgtc.edu

Administrative Approval Signatures

Sarah Carpenter	10/11/2018
Director of Career and Technology Education	Date
-	
T'Mars McCallum	06/01/2018
Associate Dean for HGTC	Date

Agreement is valid only for schools that have faculty members' review and sign-off on agreement with HGTC faculty.

Curriculum Articulation Agreement For ARV 121 Design

Participating faculty of Florence School District One (FSD1) and Horry-Georgetown Technical College (HGTC) have reviewed the course competencies and agreed that completers of

Florence Career Center Course Number 5031

who satisfactorily complete the following competencies, with an overall grade of 85, as indicated by instructor initials, who are able to pass a competency exam (given at HGTC before the start of Fall semesters) with a grade of 70 or better, and who are able to pass a portfolio review with a grade of 70 or better, are eligible for Technical Advanced Placement for the above-named course at HGTC.

The objectives listed below are taken directly from the current textbook in use in HGTC's Digital Arts curriculum. You are not required to use our textbooks specifically, but students are required to meet the competencies listed below. The textbook is:

EXPLORING ELEMENTS OF DESIGN, 3rd ed, Cengage, ISBN-13: 9781111645489

HGTC Competencies:

- Understand design as a visual language that is built on fundamental principles and elements
- Explain how the primary principles of unity, variety, hierarchy, dominance, proportion, and balance affect the design composition as a whole
- Explain how the supporting principles of scale, emphasis, rhythm, movement, proximity, and repetition affect internal relationships of the elements within a design composition
- Describe the uses of the design elements shape, space, line, size, color, texture, and typography as compositional content
- Present a historical context for the evolution of typography
- Define typographic terms and explain measurement systems
- Explore how to select typefaces appropriate to a project's design and communication goals
- Explore ways that type can lend expression to a design
- Examine harmonious combinations of type with imagery and other design elements
- Explain the differences between symbols, logos, and representational and informational imagery and ways they function in design and communication
- Explain the differences between photographs and illustrations and ways they can be fully exploited to best serve and enhance a communication message
- Explain how iconographic symbols differ from other types of imagery and how they communicate visual information at a glance
- Discuss how logos are designed and how they identify brands in the marketplace
- Examine ways in which identity and way finding systems are developed
- Develop a knowledge of the basic types of charts and graphs and the way they put statistical

information into a visual context

- Explore the dimensions of color related to issues of visual communication
- Explain how color is perceived and processed by the eye and brain
- Identify key color systems and describe their relevance to graphic art
- Define color terminology using visual examples
- Investigate color psychology, symbolism, and cultural influences as they affect your understanding and use of them
- Reveal strategies for choosing color schemes
- Discuss the impact of color in composition
- Discuss the role of organization and format as basic design issues
- Present various grid systems for organizing compositions
- Explain the functions of eye movement and strategies for controlling it
- Identify and discuss key visual relationships that every designer must know
- Examine structures in nature and the constructed environment as sources for graphic designers
- Explore processes and methods of research used in the field of visual communication
- Apply methods of research to project-based design
- Explore processes/methods for research in visual communication
- Investigate four components of visual communication: motive, message, audience, and image
- Explain the value of teamwork in problem solving
- Discuss the different media options available to graphic designers
- Explain how graphic communication and media are interrelated
- Explain how media can affect the delivery and perception of graphic content
- Develop a historical awareness of the evolution of graphic communication and media
- Explain how technological advancements have affected media development
- Discuss how new and traditional media are combined in graphic communication
- Explain how the field of graphic design developed and what it encompasses today
- Review areas within the field of visual communication
- Discuss career options in the graphic design industry
- Discover what will pique the interest of a prospective employer and help land a job interview
- Prepare and present a portfolio of your design samples
- Provide resources as professional tools for establishing and supporting a career

Portfolio Requirements are as follows:

Students must present a minimum of 5 pieces that showcase skill level and application of appropriate programs (Adobe Illustrator and Adobe InDesign).

One logo and one page layout example must be included (magazine spread/cover; greeting card, poster, etc). Logo must be completed in Illustrator and be fully vectored, page layout may use elements from Photoshop and Illustrator, but must be completed in InDesign. Progressive sketches must be also be presented for all projects in portfolio. Student must also be able to show digital files (.ai for logos, press-ready PDFs for page layout, etc).

ARV 121 Portfolio pieces must be different than pieces required for credit for ARV 110 and 210.

Curriculum Articulation Agreement ARV 121 Signature Page

By signature of this agreement, it is agreed that faculty have articulated the competencies of the high school program and the HGTC course and agreed that students who have mastered the named competencies with a program grade of 85 or higher, and who are able to pass a competency exam with a 70 or higher are eligible for Technical Advanced Placement for the above named HGTC course.

Florence School District One

School	Teacher	Date	Phone	Email
Florence Career Center	Kayla Iseman	8/22/2018	· · · · · · · · · · · · · · · · · · ·	Kayla.iseman@fsd1.org

Horry-Georgetown Technical College					
HGTC Faculty Name	Date	Phone	Email		
LouAnn Timmons, Chair	12/08/2016	843-349-5367	louann.timmons@hgtc.edu		
Melissa Pirozzi, Asst. Chair	12/08/2016	843-349-3656	melissa.pirozzi@hgtc.edu		

Administrative Approval Signatures

Sarah Carpenter	10/11/2018
Director of Career and Technology Education	Date
T'Mars McCallum	10/11/2018
Associate Dean for HGTC	Date

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