

Media Arts: Two-Dimensional Media Design

Begin to develop a professional portfolio reflecting their personal growth and development of a personal style. [TDMD1](#)

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Examine careers and entrepreneurial opportunities associated with the media arts and looking specifically at Interactive Design and multimedia animators and artists. [TDMD2](#)

2 Examine careers and entrepreneurial opportunities associated with the media arts and looking specifically at Interactive Design and multimedia animators and artists. [TDMD2](#)

Research and synthesize historical and cultural knowledge of media arts [TDMD3](#)

a aesthetics [TDMD3A](#)

b genres [TDMD3B](#)

c influences [TDMD3C](#)

d styles [TDMD3D](#)

e techniques [TDMD3E](#)

Identify the purpose, audience, and audience needs for preparing graphics. [TDMD4](#)

4 Identify the purpose, audience, and audience needs for preparing graphics. [TDMD4](#)

Demonstrate standard copyright rules for artwork, graphics, and graphic use. [DTMD5](#)

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Demonstrate project management tasks and responsibilities. TDMD6

6 Demonstrate project management tasks and responsibilities. TDMD6

Communicate with others (such as peers and clients) about design plans. TDMD7

7 Communicate with others (such as peers and clients) about design plans. TDMD7

Demonstrate a proficient level of compositional theory, principles and elements of design electronic two-dimensional drawing processes using diverse media. TDMD8

8 Demonstrate a proficient level of compositional theory, principles and elements of design electronic two-dimensional drawing processes using diverse media. TDMD8

Gain functional competence with principles of visual organization, including the ability to work with visual elements in two and three dimensions; color theory and its applications; and drawing. TDMD9

9 Gain functional competence with principles of visual organization, including the ability to work with visual elements in two and three dimensions; color theory and its applications; and drawing. TDMD9

Develop an understanding of the common elements and vocabulary of art/design and of the interaction of these elements and be able to employ this knowledge in analysis. TDMD10

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18 Define key terminology when working with graphics. [TDMD18](#)

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20 Identify elements of the vector-based drawing software user interface and demonstrate knowledge of their functions. [TDMD20](#)

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Demonstrate an understanding of and select the appropriate features and options required to manage color, pattern, and gradient swatches. [TDMD22](#)

Demonstrate an understanding of vector drawing concepts. [TDMD23](#)

Demonstrate how to work with brushes, symbols, graphic styles, and patterns. [TDMD24](#)

Demonstrate layers and masks. [TDMD25](#)

Import, export, and save files. [TDMD26](#)

Demonstrate how to create documents. [TDMD27](#)

Demonstrate effective use of drawing and shape tools. [TDMD28](#)

Demonstrate how to effectively use type tools. [TDMD29](#)

Demonstrate how to effectively use scanned or photographic images. [TDMD30](#)

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25 Demonstrate layers and masks. [TDMD25](#)

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29 Demonstrate how to effectively use type tools. [TDMD29](#)

30 Demonstrate how to effectively use scanned or photographic images. [TDMD30](#)

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