Quick Guide Lesson: Pop Art and Pixel Art Character Design

🖌 **GOAL OF THE LESSON:** *Study the history and leading figures within Pop Art or the history of Pixel Art and video game graphics. Additionally, students will display their understanding of layers as all the examples below focus on the fundamentals of layers within the program. Each subsequent grade level adds more complexity of painting or filters to produce specific/desired results.*

🖌 **ADDITIONAL HELPFUL TIPS/RESOURCES:** *I highly recommend pre-recording the process of each lesson for students to follow step by step. This allows you to differentiate and assist students on a one to one basis during class!*

PROGRAM(S) USED:

🖌 *The examples you see below use both Photopea and Gimp. Any of the projects could be completed in either program!*

STUDENT EXAMPLES:

Pop Art Food Inspired

Pop Art Self Portrait

Pixel Art Character Design

QUICK START DIRECTIONS:

Character Design Pixel Art:
1. This lesson is a huge hit each year. We begin by discussing the history of Pixel Art with relation to early video game graphics. Students are allowed to pick their favorite video game, book, comic book, or T.V. show character. Within their sketchbook, I give them a sheet of grid paper to create their own sketch. They may use the design of the character but must create a NEW level, environment, or chapter their chosen character would be in. In other words, they are not allowed to copy any other inspiration images or already created imagery. After their sketch is completed, students set up their artboards in Photopea or Gimp. The key of Pixel Art is students are using a board that is for example 50x50 PIXELS not inches which creates the pixelated look! Students do NOT use an aide to build their images yet they are using the eye dropper and bucket fill tool to create their image while their sketches are out each class!

Pop Art Inspired Food:
1. This lesson begins with the history of Pop Art and leading figures within the movement. Students then receive the requirements of the project which includes the use of primary colors, value/shading of each object having 3 tones of light, medium, and dark, use of benday dots, and text. This is a great way to cover the Elements of Art as well! Students utilize their sketches as the "frame" to build their final images. Students upload their sketches on their artboard and keep it on a separate layer to be deleted later on. This lesson pushes students understanding of layers and painting using their school issue Chromebooks.

Pop Art Inspired Self Portraits:
1. This lesson begins with the history of Pop Art and leading figures within the movement. Students then receive the requirements of the project which includes the use of primary colors, value/shading of each object having 3 tones of light, medium, and dark, use of benday dots, and text. This saves me some sanity and time to be able to use some of the pre-recorded material with tool applications! As students move up in grade level, my goal is to build their program knowledge like painting and adding filters to achieve specific techniques, like Benday dots! Students take their own photographs of themselves to use as their "frame" to paint their Pop Art inspired Self Portrait!

TOOL(S) USED:

Text Tool, Free Transform, Paint Bucket, Layers, Polygonal Lasso Select, Eye dropper.

BUILDING CREATIVE CONFIDENCE...ONE CLICK AT A TIME!