Course Website - www.cbgraphics.steveyoungfpu.net

In addition to this workbook, there is a companion website containing links to all other resources you will need to complete this course. Type in the address above into your **web browser**:

On the website, you will note four columns of links. There are directions elsewhere in this workbook which refer to some of the links where relevant. Though not referenced in the workbook, I have included an 'Art Resources' column you may want to check out.

Utilizing the course completion checklist as a guide, you will be accessing the following links from the course website (listed in order):

Instructor Welcome Video
Pre-course Survey
CloudPaint Website
PaintZ in the Chrome Store
Mid-course Survey
Google Drive Course Folder
Sketchpad.io Website
Lesson Plan Form

TECH 912 Paint and Draw for Teachers

Welcome to the TECH 912: Paint & Draw for Teachers!

Please refer to the course workbook for directions before accessing or using the apps.

All links will open in a new browser tab.

| Google Chrome Websites	Forms	Art Resources	Videos	Other Links
CloudPaint Website*	Pre-course Survey	Kids and Digital Art	Welcome	Moodle
PaintZ - Chrome App Store	Mid-course Survey	Digital Art for All	MacPaint	Course Syllabus
Sketchpad.io Website	Lesson Plan Form	Intro to Graphic Design	Cloudpaint	Course Workbook PDF
Google Drive Course Folder	Standards Chart	Computer Arts Magazine	PaintZ	ISTE Standards
*Use this link if CloudPaint is not working	Post-course Survey	Digital Art Teacher	Sketch.io	Fresno Pacific University
	Course Evaluation	Graphic Design Career		Steve Young's Website

Paint Projects

The following projects will progressively introduce you to the tools common to the majority of paint programs. Feel free to experiment; you can learn more from 10 minutes of playing than an hour reading an instruction manual. Keep in mind that it may take several attempts to 'get' a particular concept or technique. Stay below your frustration level, but keep trying!

The first four projects are done in the most basic paint program addressed in this course, **Cloudpaint.** You have just reviewed the basic tools in **Cloudpaint.**

Please feel free to embellish, personalize and expand on the assignments if you wish. It's not required but it sure makes grading much more enjoyable!
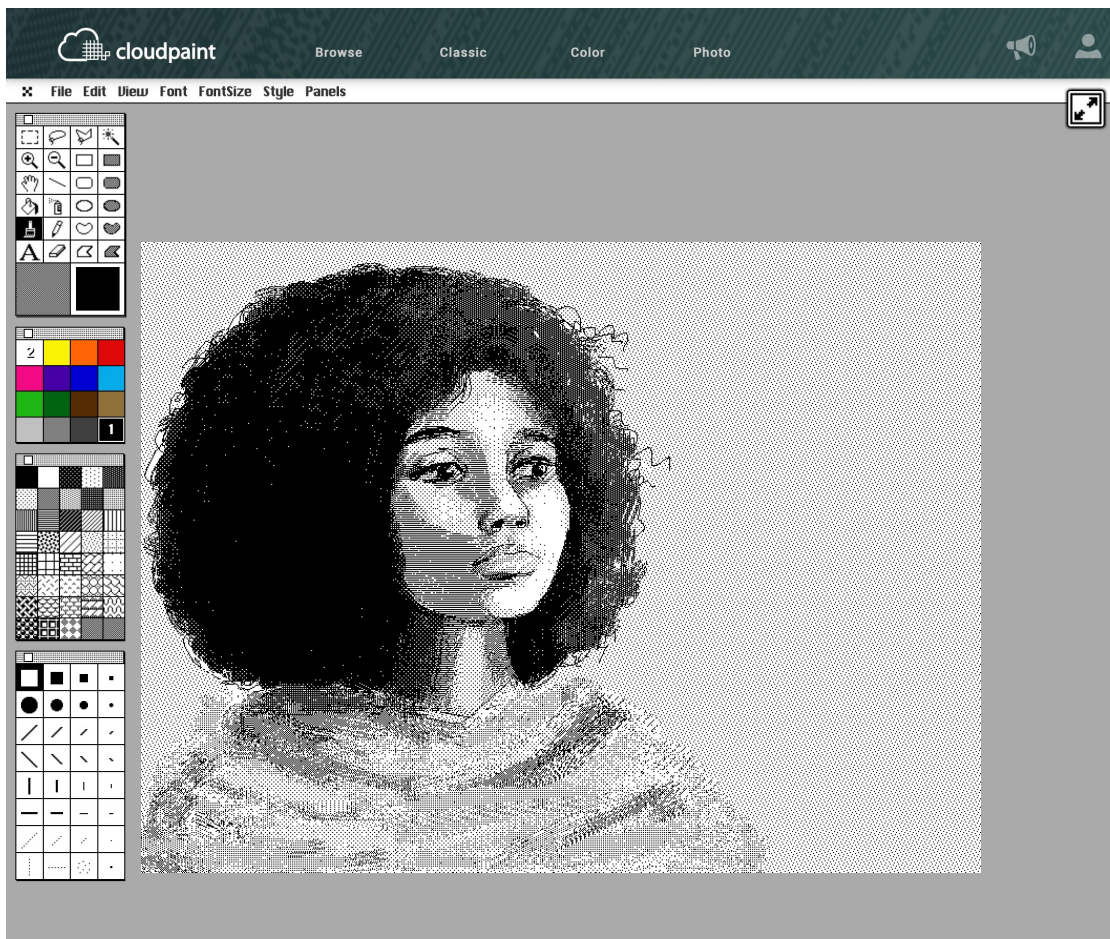
Project 1:   Transparent Cube

Learning Objectives: Mouse / trackpad control
                              Selecting the appropriate tool
                              Using the fewest steps possible
                              Transparent shapes & objects
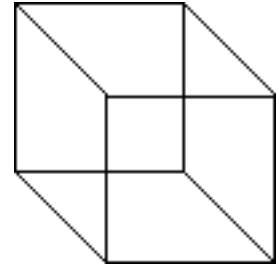
Generally, the larger the image you draw, the easier it is to control. Your boxes should be at least 2" wide - any smaller and you will be forced to work in a very small area.

Setup: Go to **www.cloudpaint.com/color**

                If you have been playing with Cloudpaint, you can create a new, blank painting by going to the File menu and Choosing New. . .
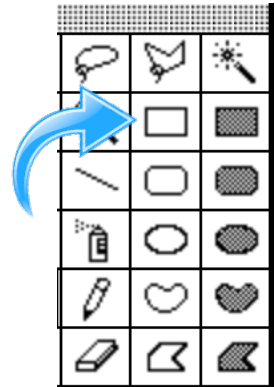
Step 1: Click on the EMPTY SQUARE tool in the tool palette.

Step 2: Position the cursor in the middle of the screen.

Step 3: Press and hold the mouse button down. Slowly move the mouse down and right to define a square. Let up on the mouse button.

Step 4:   Position the cursor in the middle of the square.

Step 5: Press and hold the mouse button down. Slowly move the mouse down and right to define a second square. It should be the same size and shape as the first square you drew. Let up on the mouse button.
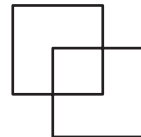
Step 6:   Click on the LINE tool in the tool palette.

Step 7: Move the cursor to the upper left-hand corner of the first square. Hold the mouse button down to begin painting a line. Move the mouse (and the line) to the upper, left-hand corner of the second square, connecting the two.
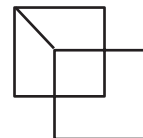
Step 8:   Following the steps in 7, connect the other three corners of the first square with their counterparts in the second square.
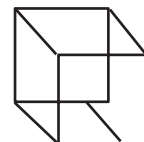
Step 9:   Save your cube by taking a screen shot (see next page). Cloudpaint does not have a normal 'Save' function.

Mac: Saving Projects

With your cube still visible, take a screen capture - see "Screen Captures" on page 9. By default, screenshots are saved to your desktop with the name "Screen Shot [date] at [time].png."

To stay organized, you may want to drag your screen capture image into your portfolio folder.
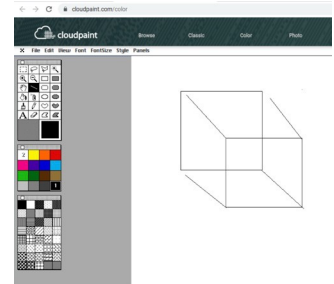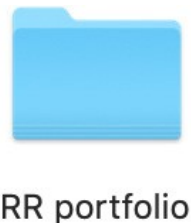
RR portfolio

Windows: Saving Projects

With your cube still visible, take a screen capture - see "Screen Captures" on page 9. By default, screen shots save to your Pictures folder. To stay organized, you may want to drag your screen capture image into your portfolio folder.

Moodle: Immediate Project Submission

If you choose to submit your completed project immediately (as opposed to waiting till all your projects are done), you may do so.

Once you are logged into your Moodle account and have accessed the *Paint and Draw for Chromebooks* course, click on module 3.1 Paint Project 1 (Transparent Cube) File Submission.

At the bottom of the resulting page, click the **Add submission** button.

Add submission

Click the **file** icon

Click the **Upload a file** button

Upload a file

Click the **Choose File** button

Choose File

A standard 'Open' window will appear, where you can navigate to your 'portfolio' folder and select (in this case) the transparent cube screen capture. Once you have selected the relevant file, click the **Upload this file** button

Upload this file

PaintZ

For the next two Paint projects, we will move from the very basic **Cloudpaint** to the newly updated **PaintZ**. You will note that the tool palette is set up differently than **Cloudpaint,** but the tools should look familiar. **PaintZ** allows for direct saving to Google Drive.

To open **PaintZ**, use the link on the course website and add the **PaintZ** extension to Chrome.

PaintZ has **tooltips**: if you hover the cursor over a tool, the name and keyboard shortcut of that tool will appear.

Text (T)

Click the **?** icon for help

Project 5:   Face

Learning Objectives: Using the circle tool
                                    Using Pen and Fill

Setup: In the Chrome browser, go to **paintz.app**

Step 1: Click on (select) the OVAL tool from the tool palette. Place the cursor on the document and, with the mouse button/trackpad still depressed, move the cursor down and diagonally to create a circle about 2"~3" in diameter.
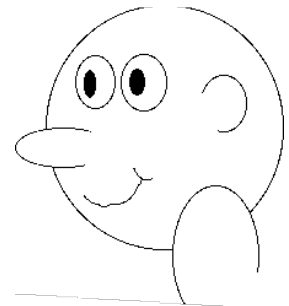
The default when you open **PaintZ** is a black pen (the circle around the oval - see p. 28) and white fill. This means that the circle tool will have a black (as opposed to another color) outline and a solid white interior. The default thickness of the line is set at 2 points. You can change the thickness by using the control.

Step 2: Next, position your cursor where you would like the tip of the nose to start. Move the cursor slightly down and over (right) to create an oval (nose). Repeat the same process for the shoulder and ear moving the cursor down and over.
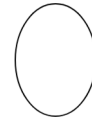
By using opaque white fill, the nose and shoulder ovals mask the larger circle (the head), saving you the trouble of erasing the underlying lines.
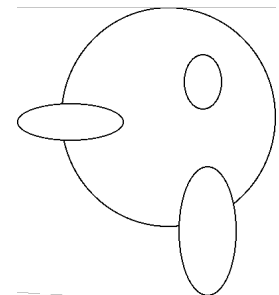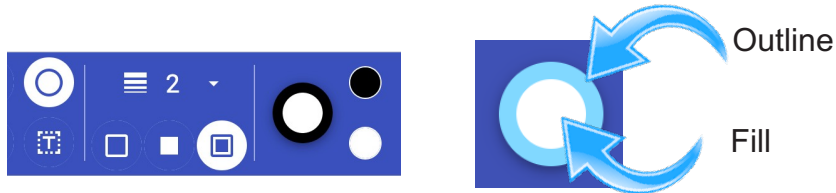
You may use **Undo** to reverse the last 20+ actions.

Step 3:   The eye is done in two parts; the eye and the pupil.For the eye, continue to use the circle tool and place the eye in the appropriate position.
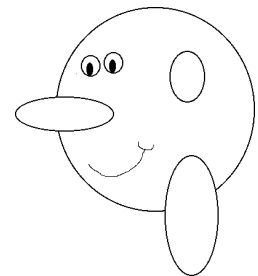
Step 4: Change the fill color to black. To do this, alt-click the black circle to the right of the pen/fill indicator. If you are using a mouse, you can right-click.

Outline

Fill

Create a pupil inside of the larger eye shape.

Step 5:   Repeat the process for the second eye. To change back to a white fill, **alt-click** (or right-click with a mouse) the white color circle.

Step 6: Choose the paintbrush tool. The line thickness should still be set to the default 2 points. Draw a mouth and any small details you may wish to add.

Step 7: Choose the eraser tool and set the fill color back to white (the eraser is actually a paintbrush). Change the size of the eraser to 18 or so, making it larger. Erase the left side of the ear, and the bases of the nose and shoulder ovals.
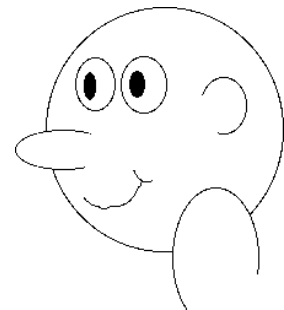
Step 8: To save your image, click the save icon. Give your image an identifiable name (i.e. face) and click the Save button. The files will be save into the downloads folder where it can then be transferred into your shared Google Drive folder.
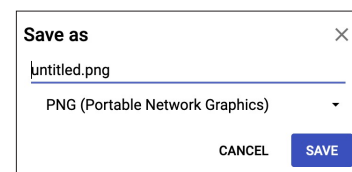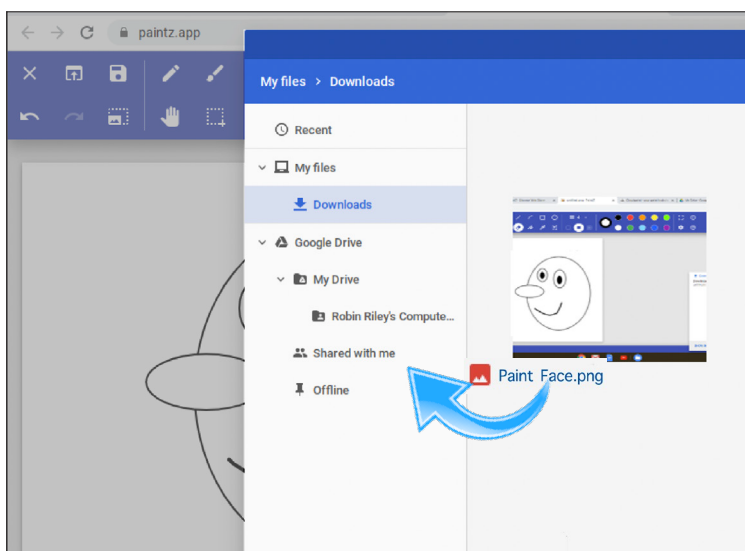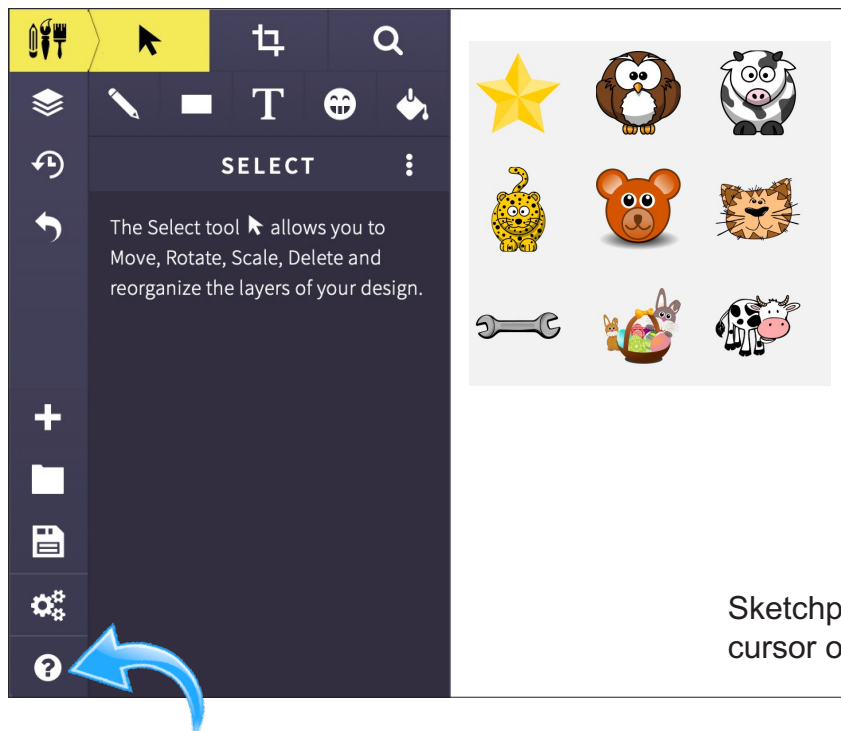
Remember to save and title your image. See pages 28 - 29

Sketchpad

Sketchpad is a free online **Draw** program which will be used for the following six projects.

In addition to an array or Draw tools, **Sketchpad** has a library of thousands of high quality vector images to use in your project. All images are open source and available for use in professional and commercial artwork. **Sketchpad** also has some great 'artsy' tools for making designs and abstract images. Take a few minutes to review the help screen and watch the short demo videos of each tool.
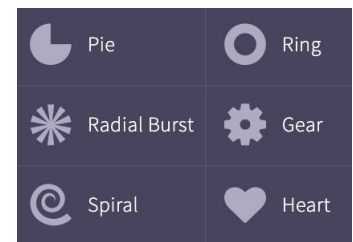
To open **Sketchpad**, use the link on the course website or type in **sketch.io/sketchpad** into your browser.

Sketchpad has a wide assortment of **shapes**.

Sketchpad has **tooltips**: if you hover the cursor over a tool, its name will appear.

Click the **?** icon for help

The tutorials are in the form of short videos, providing an easy, fast learning curve. The projects in this section assume that you have viewed the videos and have acquainted yourself with them.
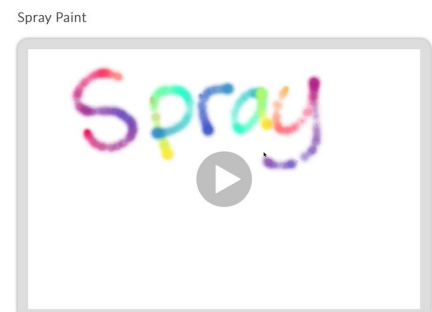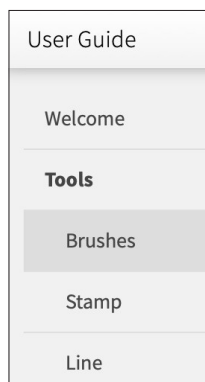
Note: Sketchpad uses 'Live' buttons, and their appearance may differ from session to session.

Draw Projects

The next projects will progressively introduce the concepts and tools of Draw programs. I would ask you to recall the previously discussed differences between Paint and Draw programs. This next section is designed to demonstrate these differences in a way you can come to appreciate and respect as you discover the idiosyncrasies, subtleties and nuances of both Paint and Draw.

I have found some people prefer Paint and some Draw. Personally, I believe these preferences to be individual, and somewhat tailored to the skills and preferences of each user. I have had many complete this course and strongly favor the Paint tools and techniques, yet I have found just as many would rather Draw than Paint. One of the benefits of this course is the exposure you are getting to both Paint and Draw software!

Feel free to experiment! You can learn more from 10 minutes of playing than an hour reading an instruction manual. Keep in mind that it may take 5 or 10 tries to 'get' a particular concept or technique. Stay below your frustration level, but keep trying!

And please remember, just like Paint apps, there are many Draw apps available. **Sketchpad** is an excellent start, but you may settle on another app for day-to-day use. You may already be using Google Draw - in that case I hope you will find some new ideas and techniques.
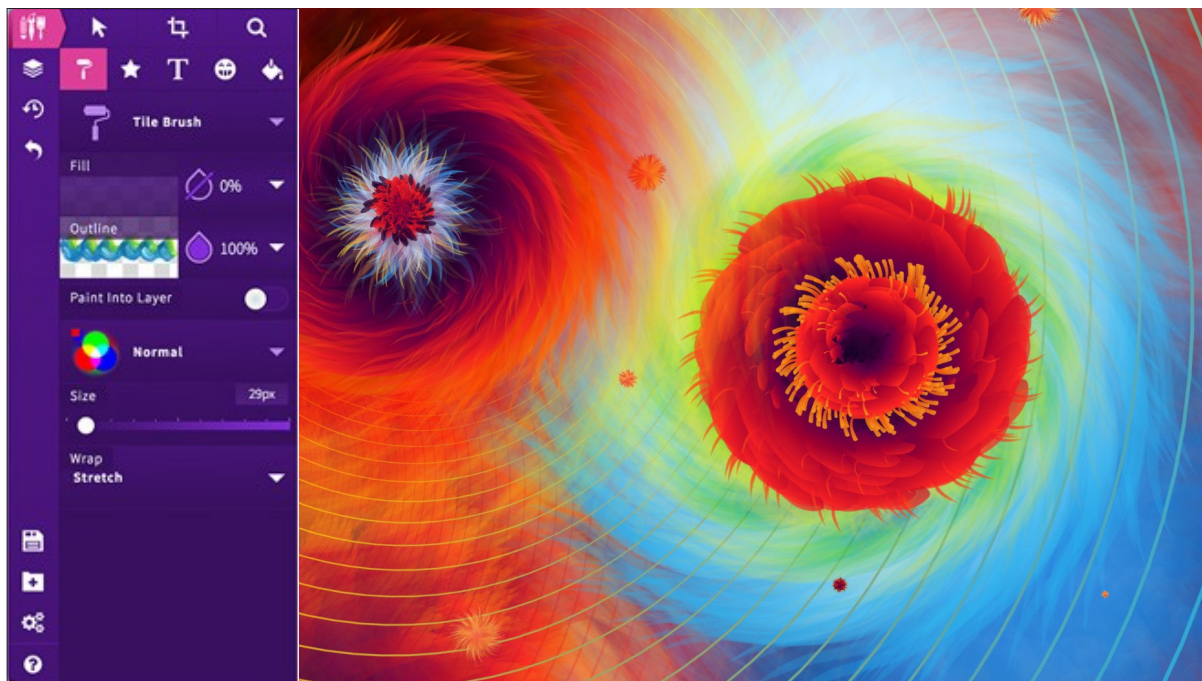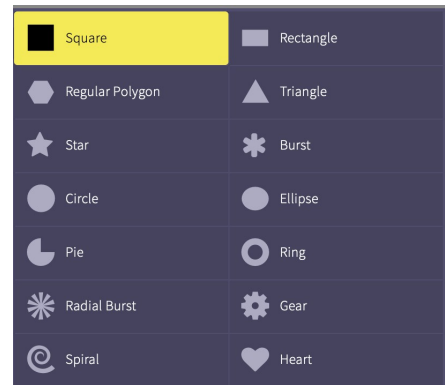
Project 1:   Shapes and Layers

Learning Objectives: Using shape tools
Working with Fill
Working with Layers

Setup: In the Chrome browser, go to **sketch.io/sketchpad**
Use the default settings. Make sure the
Tools are visible by clicking the Tools
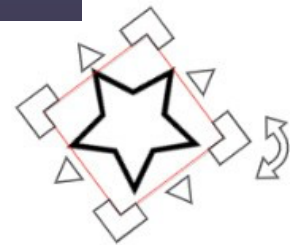icon. Click **+** to open a new document.

Step 1: Click on the **Shape** tool. It probably looks
like a star, but the menu icon will change
depending on what shape is selected.
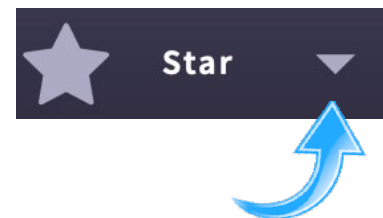
Click the small triangle to show the shape palette.

On the canvas (the part of the screen where you will
draw) drag the mouse (or click and hold your finger if
you are using a trackpad) to make a shape.

Step 2:   Click the **Select** tool and click (or touch) the shape
so the handles appear. (Refer to the bottom of p.48).
Practice re-sizing and re-shaping the star.

Step 3: Select at least four other shapes and **create a total of
five images** on your canvas.

To remove an image, click on the select tool, click on the
relevant image and then press the backspace / delete
key on the keyboard.
Remember the **Undo** button.

Some shapes have other
settings, such as setting
the number of sides for a
polygon.