

Arts

Quarter 1 – Module 2:

Applying Arts Concept Using Hardware and Software



What I Need to Know

This module was designed and written with you in mind. It is here to help you master in applying arts concept using hardware and software. The scope of this module permits it to be used in many different learning situations. The language used recognizes the diverse vocabulary level of students. The lessons are arranged to follow the standard sequence of the course. But the order in which you read them can be changed to correspond with the textbook you are now using.

This module will help you to applies arts concept on the use of software.

The module has one lesson in title:

- Lesson 1–Applying Arts Concept Using Hardware and Software








After going through this module, you are expected to:

- applies concepts on the use of the software (Commands, Menu, etc.) (A6PR-Ib)
- utilizes art skills in using new technologies (hardware and software) (A6PR-Ic)



What I Know

Directions: Identify the parts of the Inkscape interface that you need to apply for each situation. Choose from the choices inside the box. Write the letter of your answers in your quiz notebook/answer sheet.

a. Command Bar	d. Tool Box	g. 	j. 
b. Menu Bar	e. Color Palletes	h. 	k. 
c. Status Bar	f. 	i. 	l. 

1. This enables you to select the colors that you need.
2. This allows you to select, draw, or modify objects.
3. This contains the shortcuts to many of the items in the Menu.
4. This contains majority of the settings
5. This shows different kinds of information like the position of the pointer and the current zoom level.
6. This is the Bezier Tool
7. This is the Node Tool.
8. This is the Gradient Tool.
9. This is the Eraser Tool.
10. This is the 3D Box Tool.

Lesson

1

Applying Arts Concept Using Hardware and Software

Computer **hardware** is any physical device used in or with your machine, whereas **software** is a collection of programming code installed on your computer's hard drive. In other words, hardware is something you can hold in your hand, whereas software cannot be held in your hand. You can touch hardware, but you cannot touch software. Hardware is physical, and software is virtual. There are a lot of drawing software for you to choose from.



What's In

Name some software that you can use in drawing a digital art.



Notes to the Teacher

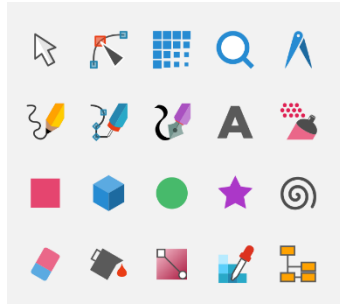
Study the module. Prepare the materials needed



What's New

Do you have a cellphone? Do you have a computer at home?
Do you know the parts of the computer?

Look! What is in the pictures?

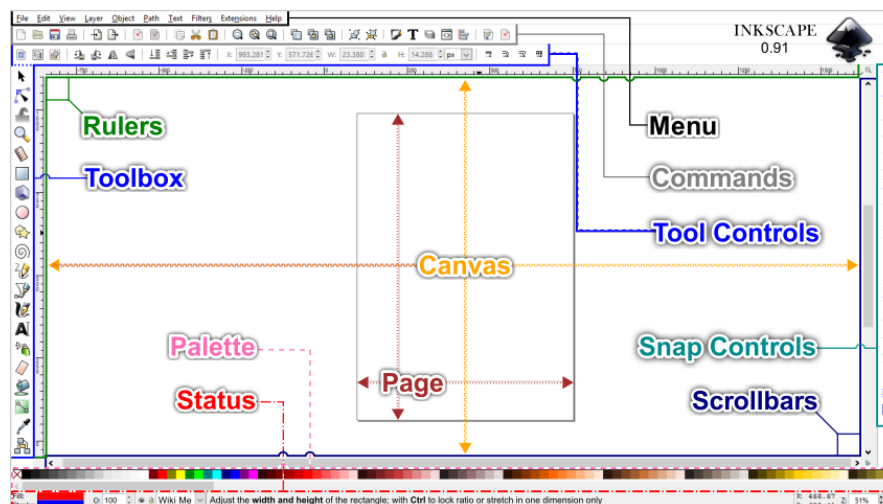


What do you think the purpose of those icons?
Have you ever tried drawing using a computer?
Do you find difficulty? Or you are having fun with it? Why? Why not?














What is It










Inkscape is a one of these. It can be used in different major operating system like Linux, Mac, and Windows. Inkscape can be imported and exported to jpeg (joint photographic experts group), gif (graphics interchange format), png (portable network graphics), and other major file formats.




Inkscape has clickable icons and pull down menus. Here are the following parts of the Inkscape software and their functions;

- The **Menu bar** across the top contains file and graphic based editing, using a number of drop-down menus. The menu titles are displayed, and if assigned the titles keyboard shortcut key(s) are also displayed.
- The **Commands bar** contains common commands associated with file and graphic editing. Related commands are grouped together and separated by vertical lines (|).
- The **Tool Controls bar** displays editing option buttons (icons), numeric-value (if applicable) and unit of measure boxes for the currently enabled Toolbox bar tool.

Icon	Key(s)	Action	Description
	[S]	Select and Transform tool	From this option you can, select, freehand move, rotate, flip, raise and lower in steps, raise to top, lower to bottom, change width/height with W/H numeric-value boxes, position with x/y numeric-value boxes, scale, rotate, and skew objects
	[N]	Edit Node tool	Edit object's nodes, handles and segments to set geometry
	[W]	Tweak tool	Tweak objects by sculpting or painting
	[Z], [Q]	Zoom tool	Allows you to access a wide set of zoom operations, [Q] allows quick (temporary) zoom
	[M]	Measurement tool	Live on-canvas update with measurements of length and angles as you pass over objects in your drawing.
	[R]	Rectangles and Squares tool	For creating and editing rectangles and squares, with optional rounded corners (Rx, Ry)
	[X]	3D Box tool	Used to create 3D boxes
	[E]	Circles, Ellipses and Arcs tool	For creating and editing circles, ellipses and arcs
	[*]	Star and Polygon tool	For creating and editing stars and polygons
	[I]	Spiral tool	For creating and editing spirals
	[P]	Pencil tool	Draw lines in freehand or spirol modes, creating dots

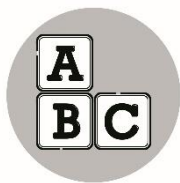
	B	Bézier curves and lines tool	For drawing bézier curves and straight lines, spiros, straight line segments and <u>paraxial</u> lines, creating dots
	C	Calligraphy tool	For drawing calligraphic or brush objects
	T	Text tool	For creating and editing text
	A	Spray tool	Spray clones, copies or single objects by sculpting or painting
	Shift+E	Eraser tool	Used to erase an area from an object or to delete an entire object
	U	Fill (Bucket) tool	Used to fill objects with a color or gradient and can also color a stroke (border)
	G	Gradient tool	Used to add and edit radial or linear gradients to an object's stroke and fill separately
	D	Color Picker (Dropper) tool	Used to pick and or drop a color from any image/object to any object within the canvas
	O	Connector tool	Used to create diagram connectors

- The **Rulers bar** shows the x and y axis positioning of the cursor on the canvas and is one source for placing Guidelines over the canvas.
- The **Scrollbars** are placed to the right and bottom, adjacent to the canvas.
- The **Snap Controls bar** is displayed on the right side of the user interface and sets the snapping methods (modes).
- The **Pallette bar** below the bottom Scrollbar and above the Statusbar displays customizable color palletes.
- The **Status bar** at the very bottom of the interface, displays common editors, dynamic tool-tip messages of the current on Canvas node/handle mouseover , edits and Menu bar interaction being performed.
- The **Canvas** area is the play area for your creations, the canvas has no borders.
- The **Page** can be seen as the print area and is restricted by its 'page border'. One can still export based on page, selection, drawing and custom.

Here are some Inkscape Icons which you will use while drawing.

- ✓ **Select tool** - allows you select an object to transform and drag.

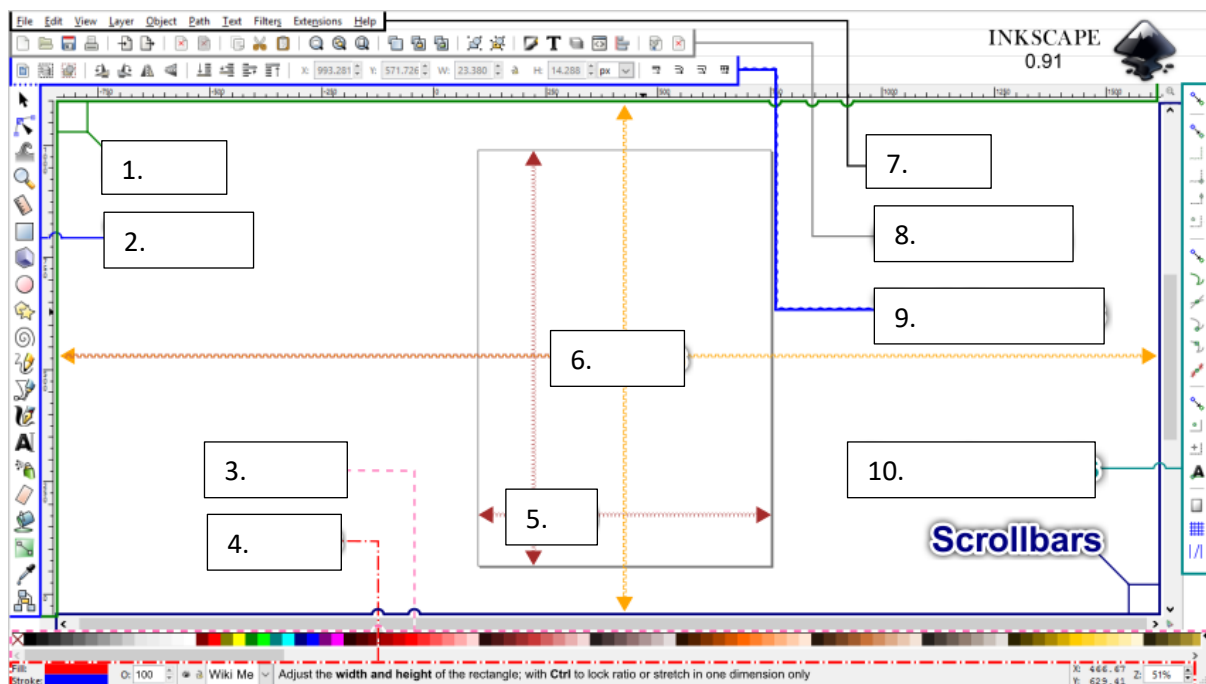
- ✓ **Control point editing tool** - allows you to control and edit an object.
You can form any shape using this tool.
- ✓ **Rectangular tool** - allows you to draw a rectangle.
- ✓ **Text tool** - allows you to draw a text.
- ✓ **Ellipse tool** - allows you to draw a circle



What's More

Activity 1: Identifying the parts of Inkscape software.

Direction: Identify some parts of Inkscape software and write your answer in your quiz notebook/answer sheet.



Activity 2

Directions: Let's find out if you can complete the puzzle with the different tools/icons of the Inkscape software. You can use the guide question below. Write your answer in a separate sheet.

1.

		X	T				L
--	--	---	---	--	--	--	---

2.

K

4.

F			L				L
---	--	--	---	--	--	--	---

3.

	O		M				L
--	---	--	---	--	--	--	---

5.

P				I	L			
---	--	--	--	---	---	--	--	--

1. It is use to creating and editing text
2. An object by sculpting or painting
3. It allows you to access a wide set of zoom operations,
4. It is used to fill objects with a color or gradient and can also color a stroke (border)
5. It can draw lines in freehand or spiral modes, creating dots



What I Have Learned

Directions: Answer the following questions base on what you have learned in our topics. Write your answers in your quiz notebook/answer sheet.

What is software?

What are the icons found in the Inkscape that we can use to process an art? Give at least 5 icons.

What are the elements of art and principles of design were used in the logo design?



What I Can Do

Let's Practice

Now, to apply the elements and principle of arts, let's have a hands on activity. We will make a simple logo. Are you ready? Let's do this.

Directions: Follow the steps to create the logo given above.

Step 1: Open the Inkscape software.

Step 2: Select 'Create circle, ellipses and arcs or press F5.

Step 3: Click the color blue on the color palette.

Step 4: Make an oblong on the left side of the canvass leaving at least 5cm space.

Step 5: Click the symbols "A" (Text tool) located on the toolbox.

Step 6: Click and drag the cursor to make a textbox.

Step 7: Press letter "f" on the Keyboard.

Step 8: Click the Select tool and Transform object from the tool box.

Step 9: Click the letter "f" and drag the corners outward to increase the size.

Step 10: Double click the letter "f" and change font to "Bahnschrift" and click the white color on the color palette.

Step 11: Drag the letter "f" inside the purple oblong using the "Select and transform Object" on the toolbox.

Step 12. Click the file on the menu bar and then select export PNG images. Click export as and the choose the file that you want to save your output.



Assessment

Directions: Identify the parts of the Inkscape interface that you need to apply for each situation. Choose the letter of the correct answer and write your answer on a separate sheet.

1. This contains files to save, export, import and path to an object.
 - a. Command Bar
 - b. Menu Bar
 - c. Status Bar
 - d. Tool Box
2. This allows you to select, draw, or modify objects.
 - a. Command Bar
 - b. Menu Bar
 - c. Status Bar
 - d. Tool Box

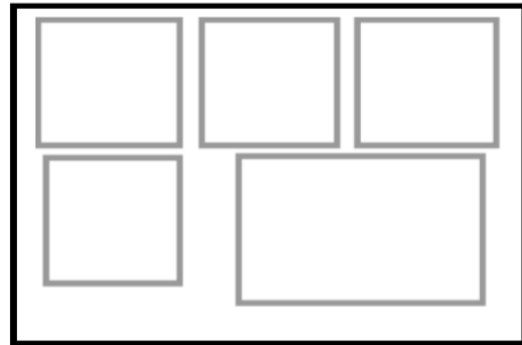
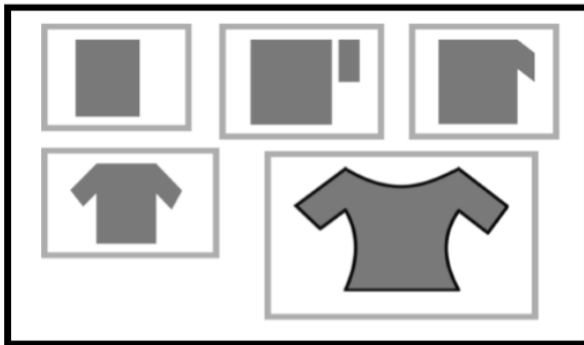
3. This contains the shortcuts, zoom level and undo an object.
 - a. Command Bar
 - b. Menu Bar
 - c. Status Bar
 - d. Tool Box
4. It is a free and open source vector graphics editor for cartoons, clip art, logos, typography, diagramming and flowcharting.
 - a. Control point
 - b. Hardware
 - c. Inkscape
 - d. Software
5. This shows different kinds of information like the position of the pointer and the current zoom level.
 - a. Command Bar
 - b. Menu Bar
 - c. Status Bar
 - d. Tool Box
6. What tool is used to select an object to be transformed and dragged?
 - a. Editing tool
 - b. Ellipse tool
 - c. Rectangular tool
 - d. Select tool
7. Chervon uses ellipse tool to draw a balloon. What do you think is the reason why she chooses to use the icon?
 - a. She can freely draw using it.
 - b. It will help her to draw a circle.
 - c. This icon can draw different shapes.
 - d. This can draw a different kinds of line.
8. Cherry wanted to put a text on her drawing. What tool should she use?
 - a. Path tool
 - b. Select tool
 - c. Spiral tool
 - d. Text tool
9. Chona is trying to draw a box. What icon can you suggest to be used by her?
 - a. Editing tool
 - b. Ellipse tool
 - c. Rectangular tool
 - d. Select tool

10. How can editing tool help you to draw in a software?
- a. It will allow you to select an icon
 - b. It will allow you to controls and edit an object
 - c. It will allow you to draw a rectangular shape
 - d. It will allow you to draw a circle and a lines



Additional Activities

Directions: Follow the steps on pictures provided in the box using digital art software (Inkscape). You can change the color and add some details in your drawing. Print and then paste it on the other box. Apply the Elements and Principle of art. Observe the line, shapes, form, textures, harmony and emphasis that should be used.





Answer Key

<p>What I Know</p> <ol style="list-style-type: none">1. e2. d3. a4. b5. c6. h7. k8. f9. g10. i	<p>What's More</p> <p>Activity 2</p> <ol style="list-style-type: none">1. Text Tool2. Tweak Tool3. Zoom Tool4. Fill Tool5. Pencil Tool	<p>What's More</p> <p>Activity 1</p> <ol style="list-style-type: none">1. Ruler2. Tool Box3. Palette4. Status5. Page6. Canvas7. Menu8. Command9. Tool Controls10. Snap Controls
<p>Assessment</p> <ol style="list-style-type: none">1. B2. D3. A4. C5. C6. D7. B8. D9. C10. B		