

**August 10 - 16, 2020** 

## **Digital Art**

#### **REMEMBER!!**

Submit ALL of this week's challenges (or screen shots of them) to experience@iechamilton.ca by Sunday at noon for your chance to win 1 of 50 \$10 Gift Cards

GRAND PRIZE of up to \$300 towards an online coding &/or technology related activity, camp, course or subscription (subject to approval).

or the

Have you wondered how virtual drawings, cartoons or animations are created? Digital Art is a range of artistic works and practices that use digital technology as part of the creative process. Some of the first digital art works were created in the 1960s and were also called computer art or multimedia art. Today, you may also hear it referred to as new media art.

Careers in digital art may have names such as Visual Designer, Graphic Designer, UX/UI Designer, Digital Artist, and Animator. Jobs are available in private and public sectors and, as we continue to advance technologically, it is a rapidly growing field to enter. However, it is a very competitive job market as well. Many students are graduating from various college and university programs and are vying for the same spots, so you'll want to make sure you have a fantastic portfolio as well as keeping up to date on the various technologies available to you for your digital art. Salaries for this field can vary but you can expect to enter the occupations with a yearly income of \$40,000 - \$60,000. You will find that salary tends to jump about \$5 an hour for every 2-3 years of experience, with 3D artists being well sought-after. If you can make digital art AND do programming, you'll find yourself on a higher pay scale.

There are a few programs at Mohawk College that can help lead you to a career in Digital Art, though most of these positions require ongoing education to keep up with the advances in technology.

Art & Design Foundations - 270 - 1 Year Certificate Animation 3D - 373 - 3 Year Advanced Diploma Graphic Design - 508 - 3 Year Advanced Diploma Graphic & Web Design Courses - Continuing Education Course





















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## **Challenge!**

This week, we are heading back to Khan Academy to check out Hour of Code's Draw with Code lesson. We will be watching a few videos and then practicing what they've shown us. To be entered to win one of the prizes this week, you will need to complete and submit the following:

- Challenge Simple Snowman
- Challenge Waving Snowman
- Challenge Sunny Snowy Day
- Project Super Snowman
- Project Wild Animal
- Project Self-Portrait

### Tips:

- Find our example challenges and projects on the next few pages.
- BE CREATIVE!!
- Check out the "Documentation" tab below the coding box if you need help with remembering the commands.
- Remember to take screen shots/photos of your work or copy and paste it to an email to submit for prizes! Clicking the submit button does NOT allow us to see your work.
- If you are struggling, Hamilton Code Clubs Camp can help! Register

Send your completed exercises to <a href="mailto:experience@iechamilton.ca">experience@iechamilton.ca</a>. Make sure you include your full name!

Prize winners will be contacted next week via information provided at registration.

If you are interested in exploring Drawing with Code further, follow these links:

Drawing In Code, Artist, or PencilCode

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### **REMEMBER!!**

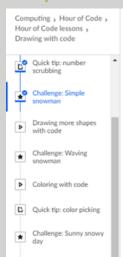
Submit ALL of this week's challenges (or screen shots of them) to

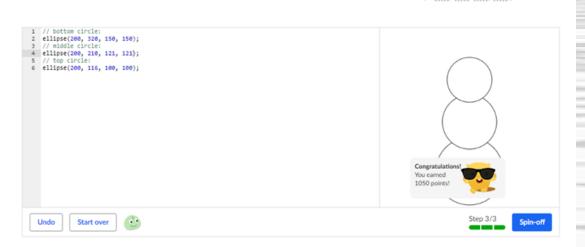
experience@iechamilton.ca

by Sunday at noon for your chance to win 1 of 50 \$10 Gift Cards or the

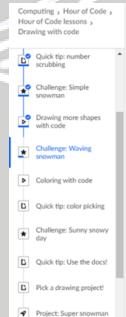
GRAND PRIZE of up to \$300 towards an online coding &/or technology related activity, camp, course or subscription (subject to approval).

### Simple Snowman





## **Waving Snowman**



You will need to add two line() commands, one for each arm. We've given you some suggestions for numbers in the hint code, but you can pick other numbers as long it still looks like arms. You should add your line () commands after the ellipse () commands for the



line(160, 200, ...., ); line(240, 200, ...., );

//ground rect(1, 350, 396, 49); rect(1, 350, 396, 49); //bottom circle ellipse(200, 300, 150, 150); //middle circle ellipse(200, 200, 100, 100); //top circle| ellipse(200, 120, 75, 75); //left arm line(164, 198, 113, 147); line(235, 203, 305, 167);





Start over

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Undo







Unifo







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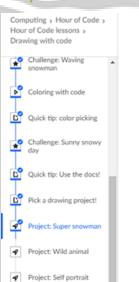
activity, camp, course or subscription (subject to approval).

or the GRAND PRIZE of up to \$300 towards an online coding &/or technology related

# **Sunny Snowy Day**



## Super Snowman



```
Your project is now marked as complete. You can continue working on it, of course, if you think of other ways to improve it. Keep practicing!
        drc(20/, 155, 20, 50, 299, 512);
       fill(255, 0, 0);
rect(159, 153, 76, 9);
        fill(179, 30, 199);
ellipse(200, 180, 15, 15);
        //button 2
ellipse(200, 210, 15, 15);
  45 //button 3
46 ellipse(200, 240, 15, 15);
       //left arm
strokeWeight(5);
stroke(112, 96, 51);
line(164, 198, 113, 147);
//right arm
line(235, 203, 305, 167);
       //hat
stroke(73, 237, 103);
fill(73, 237, 103);
rect(165, 78, 70, 10);
rect(176, 40, 50, 40);
    Start over
                               Request help
                                                                                                                                                                                                                                        Review a project
```

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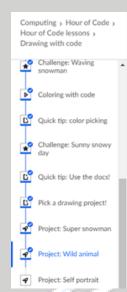
experience@iechamilton.ca

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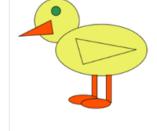
or the

### Wild Animal



Your project is now marked as complete. You can continue working on it, of course, if you think of other ways to improve it. Keep practicing!

```
fill(235, 240, 101);
ellipse(103, 116, 97, 96);
 ellipse(200, 180, 199, 112);
 triangle(276, 179, 160, 211, 144, 155);
//leg 1
|fill(255, 81, 0);
|rect(179,234, 11, 60);
//leg 2
rect(210,234, 11, 60);
ellipse(161, 288, 64, 21);
ellipse(188, 296, 64, 21);
 triangle(90, 115, 95, 145, 20, 150);
fill(43, 148, 78);
ellipse(101, 95, 20, 20);
```



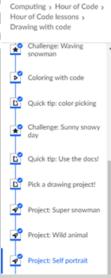
Request help





Review a project

### Self-Portrait



Your project is now marked as complete. You can continue working on it, of course, if you think of other ways to improve it. Keep practicing! ellipse(201, 259, 197, 270);

//left glasses fill(59, 31, 21); ellipse(154, 204, 75, 58); rect(168, 180, 64, 10); rect(101, 180, 32, 10); rect(101, 180, 32, 10);
//left eye
fill(255, 255, 255);
ellipse (154, 204, 65, 40);
fill(59, 88, 168);
ellipse(154, 204, 50, 30);
//right glasses
fill(59, 31, 21);
ellipse(241, 204, 75, 58);
rect(267, 180, 32, 10);
//right eye
fill(255, 255, 255);
ellipse (242, 205, 65, 40);
fill(59, 88, 168);
ellipse(241, 206, 30, 30); noFill(); ellipse(200, 254, 20, 15);

Start over Request help





Review a project

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Unific



