



# Computing

Using and Applying Skills

# Pointillism Palace



# Aim

- I can use a specific computer skill to reproduce a style of art.

# Success Criteria

- I can find and open software for creating computer art.
- I can control the mouse to produce different effects (dots/lines).
- I can reproduce an image using a particular artistic style.

# Using and Applying Skills

The objective of this unit is to use the skills that you have already learned earlier in the year, and to apply them to a new project.

The theme of this project is castles and this lesson is about using skills in Computer Art to create a castle picture.

How well can you remember your skills in Computer Art?



# Recap of Pointillism

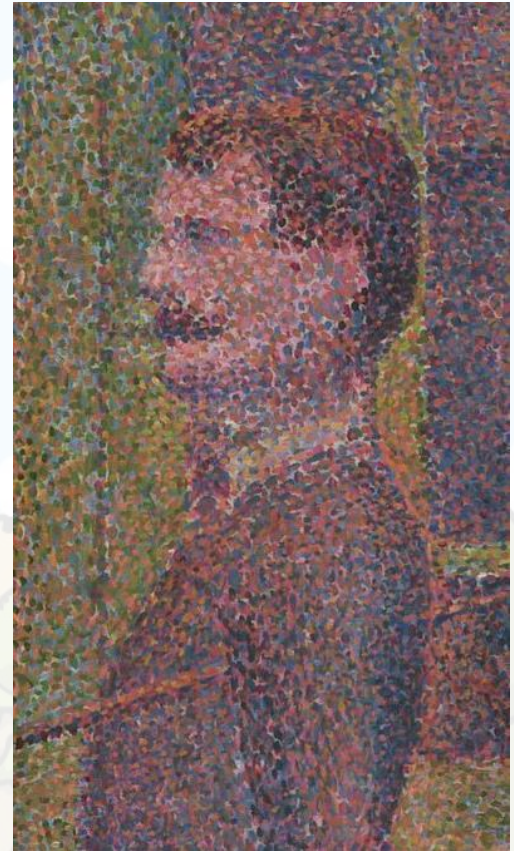


Can anyone remember the term 'pointillism'?

Can you describe what type of art it involves?

Can you recall the name of the French painter that is most famous for pointillism?

His name was George Seurat.



# Tips and Advice

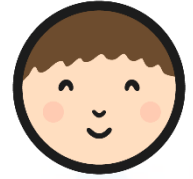


Can you remember any useful tips or advice from your Computer Art lessons on pointillism skills?

- What colours are you going to use? Remember that Seurat used lots of colours.
- Are you just making dots? Make sure you click for each one and then you don't end up with lines. Change the size of the dot as necessary.
- Take your time and make sure your work is completely dotty!



# Skills in Practice



Your challenge is to create a palace or castle picture using pointillism and computer software.

Can you use your skills to create a pointillism castle picture?

Can you find the best software to use?



# Making Progress



Does anyone think they have got better at the skills since the last unit?

Have you improved or made progress in comparison to our last Computer Art lessons?

Is there anything new you have learnt this time that has helped you to become even better?





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