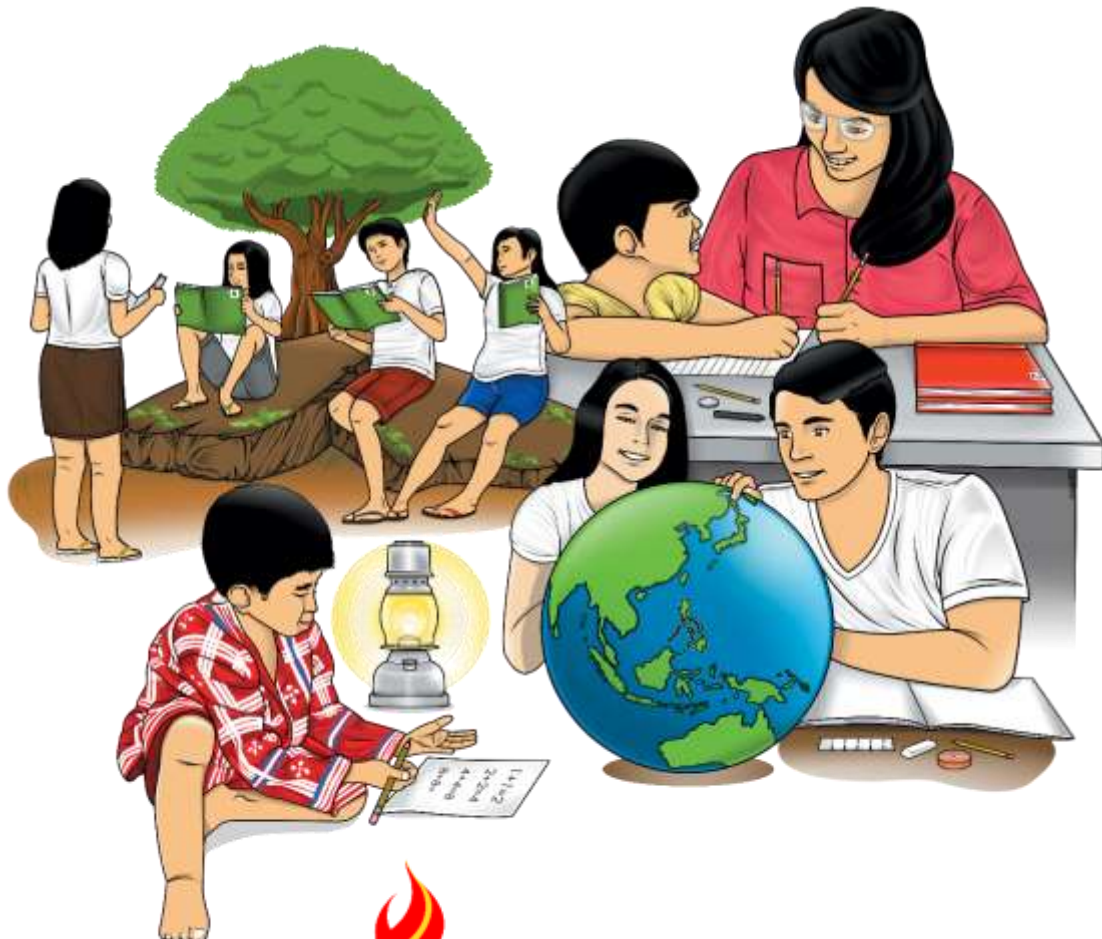


6

MAPEH - Arts

Quarter 2 – Module 4: Digital Painting



MAPEH - Arts
Alternative Delivery Mode
Quarter 2 – Module 4: Digital Painting
First Edition, 2020

Republic Act 8293, section 176 states that: No copyright shall subsist in any work of the Government of the Philippines. However, prior approval of the government agency or office wherein the work is created shall be necessary for exploitation of such work for profit. Such agency or office may, among other things, impose as a condition the payment of royalties.

Borrowed materials (i.e., songs, stories, poems, pictures, photos, brand names, trademarks, etc.) included in this module are owned by their respective copyright holders. Every effort has been exerted to locate and seek permission to use these materials from their respective copyright owners. The publisher and authors do not represent nor claim ownership over them.

Published by the Department of Education
Secretary: Leonor Magtolis Briones
Undersecretary: Diosdado M. San Antonio

Development Team of the Module

Author: Jean Corinne G. Tubiera
Editor: Joyce M. Toriaga
Reviewers: Margie R. Ibuyan, Rovie C. Abello, Rebecca Y. Ibarreta, Mahnnie Q. Tolentino, Hajji S. Tropa
Illustrator: Danny U. Nagtalon
Layout Artist: Gerry D. Almanon
Management Team: Ramir B. Uytico, Pedro T. Escobarte
Miguel Mac D. Aposin, Jerson B. Labos
Elena P. Gonzaga, Donald T. Genine, Jerry A. Oquendo
Dobie P. Parohinog, Mahnnie Q. Tolentino
Rebecca Y. Ibarreta, Hajji S. Tropa, Rovie C. Abello

Printed in the Philippines by _____

Department of Education – Region VI – Western Visayas

Office Address: Duran St., Iloilo City
Telefax: (033) 336-2816, (033) 509 7653
E-mail Address: region6@deped.gov.ph

MAPEH - Arts

Quarter 2 – Module 4:

Digital Painting

Introductory Message

This Self-Learning Module (SLM) is prepared so that you, our dear learners, can continue your studies and learn while at home. Activities, questions, directions, exercises, and discussions are carefully stated for you to understand each lesson.

Each SLM is composed of different parts. Each part shall guide you step-by-step as you discover and understand the lesson prepared for you.

Pre-tests are provided to measure your prior knowledge on lessons in each SLM. This will tell you if you need to proceed on completing this module or if you need to ask your facilitator or your teacher's assistance for better understanding of the lesson. At the end of each module, you need to answer the post-test to self-check your learning. Answer keys are provided for each activity and test. We trust that you will be honest in using these.

In addition to the material in the main text, Notes to the Teacher are also provided to our facilitators and parents for strategies and reminders on how they can best help you on your home-based learning.

Please use this module with care. Do not put unnecessary marks on any part of this SLM. Use a separate sheet of paper in answering the exercises and tests. And read the instructions carefully before performing each task.

If you have any questions in using this SLM or any difficulty in answering the tasks in this module, do not hesitate to consult your teacher or facilitator.

Thank you.



What I Need to Know

This module was designed and written with you in mind. It is here to help you master art. 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 module you are now using.

After going through this module, the learner is expected to:

1. Utilize art skills using new technologies (hardware and software) in digital painting. A6PR- IId



What I Know

Choose the letter of the correct answer. Write the chosen letter on a separate sheet of paper.

1. What is a software?
 - a. Is a collection of data or computer instructions that tell the computer how to work.
 - b. Are not available to get started with digital painting
 - c. Cannot manipulate to turn your work into a digitalized masterpiece.
 - d. None of the above
2. What is a hardware?
 - a. Is such an important part of making a poster.
 - b. Includes the physical, tangible parts or components of a computer.
 - c. Errors can easily be corrected.
 - d. None of the above
3. One of the oil on canvass painting (self- portrait) is made by the great impressionist named _____.
 - a. Tadao Cern
 - b. Sarah Grace C. Fojas
 - c. Alan Henry
 - d. Vincent van Gogh
4. Unlike Van Gogh, _____ uses the computer as means to express himself artistically.
 - a. Sarah Grace C. Fojas
 - b. TadaoCern
 - c. Meedhu Joseph
 - d. Jose Joya

5. What is digital painting?
 - a. Accept the remarks and suggestions of others.
 - b. Is a sketch of portrait that transform into a 3D portrait
 - c. Is an emerging art form in which traditional painting techniques such as watercolour, oils, impasto, etc.
 - d. A dodge tool that help you accomplish your work.

6. _____ is famous for his repeated images.
 - a. Andy Warhol
 - b. Joseph Joya
 - c. Tadao

7. You need a _____ and operating system to run on to create a digital painting.
 - a. scanner
 - b. computer
 - c. Gimp
 - d. Tools

8. This tool darkens an image.
 - a. layers
 - b. brush tool
 - c. burn tool
 - d. dodge tool

9. The _____ imitates the style of painting of late 19th-early 20th century Impressionism.
 - a. Impressionist Brush
 - b. Dab
 - c. Layers
 - d. Palette Knife

10. It does not add color, it just smears the colors that are already present, including background color.
 - a. Dab
 - b. Layers
 - c. Impressionist Brush
 - d. Palette Knife

Lesson

1

Digital Painting

After going through this lesson, the learner is expected to utilize art skills using new technologies (hardware and software) in digital painting. A6PR- II



What's In

Put a check mark(/) if the statement is true and X if the statement is false. Answer it on your paper.

- ___ 1. Type tool places text in a picture.
- ___ 2. The pen tool makes lines and can be used to create different shapes.
- ___ 3. Brushes are the stars of all painting software programs.
- ___ 4. Dodge tool darkens an image.
- ___ 5. Computers can make you a better artist.
- ___ 6. You have to understand how the elements and principles of artwork on designs.
- ___ 7. You have to use different types of brushes in digital painting.
- ___ 8. You will choose your digital brush with the Brush Selector in the upper-left corner of your computer program's workspace.
- ___ 9. Wet-in-Wet is a watercolor technique.
- ___ 10. Dry brush is often used with a soft paper.

**Clap! Clap! Clap! If you got 10.
Don't be sad if you got 5 below.**

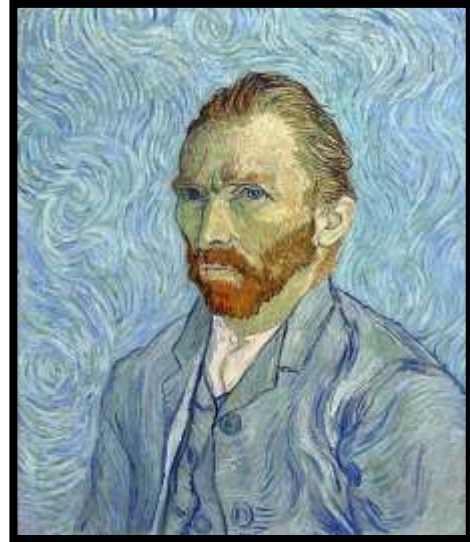


What's New

Have you ever wondered just what digital paintings are? Look at the two paintings below. Observe the difference in each picture.



by: Vincent Van Gogh



by: Tadao Cern

Can you now tell which one was painted digitally?

How were you able to tell the difference?

Which one do you like better?

One of them is the oil on canvas painting (self-portrait) by the great impressionist **Vincent Van Gogh**. The other one is its version, a state-of-the-art digital painting, by **Tadao Cern**.

Unlike Van Gogh, Tadao uses the computer as a means to express himself artistically. Many people say Tadao's digital painting is exceptionally good. They also say that making one like it is only possible in the digital world.

Software is a collection of data or computer instructions, that tells the computer how to work.

Hardware includes the physical, tangible parts or components of a computer.



What is It

How do you prepare and go digital in painting?

You are on your way to becoming a digital painter!

Painting has changed in the last few decades, thanks to the power and creative ability of computers. Computers can make just about every aspect of painting easier.

Advantages of Using Computers in Painting

- Errors can easily be corrected.
- Work is done in an organized, no-mess environment.
- Colors do not fade and brushes are never worn-out.
- Stages and version(s) of the artwork can be saved, filed, and easily retrieved.
- Work can be transferred or printed on almost any media.
- Work can be formatted and easily e-mailed to interested parties.

Digital painting is a fun hobby, one that you will enjoy for years. You can even make a living with digital painting. After you have gained enough confidence in producing digital paintings, you can see whether this hobby can become a career. With your knowledge of digital painting, you can become a highly sought after artist by companies to venture into digital animation (movies and video games), fashion designs, cartoons, poster making, crafts, t-shirt designs, etc.

Example:



A digital painting competition at Technopark

Preparing for Digital Painting

Your ability to draw is only one part of being a good digital painter. Being able to prepare everything else needed to get across your ideas with your brush and to add the details that make your painting stand out is equally important.

Note: A painting is considered a Real Painting if:

1. the canvas peeps through the oil paint
2. the brushstrokes appear thick or thin on the board or canvas
3. each artist mixes and blends colors to build forms
4. the watercolor washes can blend
5. the watercolor is deposited on rough paper



What's More

Now, you have learned your lessons on digital painting. Hey! It's your time to show me that you learned.

Answer the following questions below:

1. What is digital painting?
2. How can you say that a painting is real?
3. Who is the great impressionist made the oil canvas (self-portrait)?



What I Have Learned

Hey! Stop! Park your learning.

Painting has changed in the last few decades, thanks to the power and creative ability of computers. Computers can make just about every aspect of painting easier.



What I Can Do

You can do this!

Make a sample of digital painting based from the lessons you learned.

Wow! Great! Congratulations



Assessment

Put a check mark (/) before each statement that describes your attitudes and feelings during and after doing the artwork.

- ___ 1. I can appreciate the elements and principles applied in digital art
- ___ 2. I realized that art processes, elements, and principles still apply even with the use of technologies.
- ___ 3. I can apply concepts on the use of the software (commands, menu, etc.)
- ___ 4. I can understand my classmates better through their participation in class
- ___ 5. I can create a digital painting similar with the Masters' (e.g., Van Gogh, Amorsolo, etc.)
- ___ 6. I can utilize art skills using new technologies (hardware and software) in digital painting.
- ___ 7. I can accept the remarks and suggestions of others.
- ___ 8. I am happy with, and proud of my works.
- ___ 9. I can see myself improving in how I think and work in this activity.
- ___ 10. I can clean and take good care of the things in my classroom after using them.



Notes to the Teacher

Check the work of your learner if he/ she met your objectives. Give some praises.



Additional Activities

I can do this! Make a painting using new technologies (hardware and software).



Answer Key

What's In
1. /
2. /
3. x
4. x
5. /
6. /
7. /
8. /
9. /
10. x

What I Know
1. a
2. b
3. d
4. b
5. c
6. a
7. b
8. c
9. a
10. d

References

Retrieved from:

<https://moto.digital/revealing-the-truth-amazing-van-gogh-photo-reconstruction-by-tadao-cern/>

<https://www.thehindu.com/news/cities/Thiruvananthapuram/students-display-digital-painting-skills/article4339232.ece>

<https://pixabay.com/illustrations/watercolour-watercolor-art-painting-2168706/>

For inquiries or feedback, please write or call:

Department of Education - Bureau of Learning Resources (DepEd-BLR)

Ground Floor, Bonifacio Bldg., DepEd Complex
Meralco Avenue, Pasig City, Philippines 1600

Telefax: (632) 8634-1072; 8634-1054; 8631-4985

Email Address: blr.lrqad@deped.gov.ph * blr.lrpd@deped.gov.ph