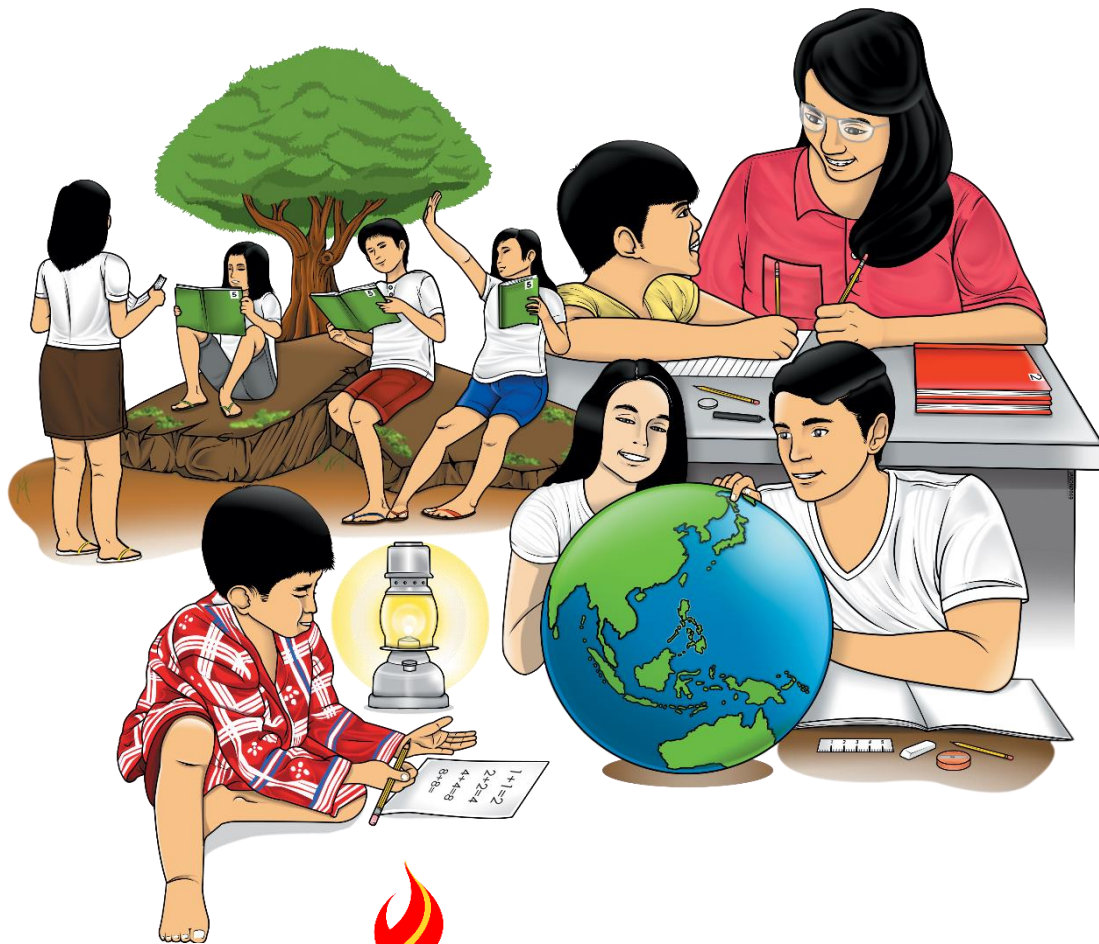


Arts

Quarter 4 – Module 3: Manifests Understanding of Concepts on the Use of Software



Arts – Grade 6
Alternative Delivery Mode
Quarter 4 – Module 3: Manifests Understanding of Concepts on the Use of Software
First Edition, 2019

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Development Team of the Module

Author: Leonalen Gregorio Andrade
Editor: Ma. Lourdes Lizzette Z. Remola
Reviewers: Melany S. Nazareta, Rebecca R. Ibarreta,
Mahnnie Q. Tolentino, Hajji S. Tropa
Illustrator: Gerry D. Almanon
Layout Artist: Leonalen G. Andrade, Jogene Alilly C. San Juan
Management Team: Ramir B. Uytico, Pedro T. Escobarte, Jr.
Miguel Mac D. Aposin, Samuel J. Malayo
Elena P. Gonzaga, Donald T. Genine, Jerry A. Oquendo
Dobie P. Parohinog, Mahnnie Q. Tolentino
Rebecca R. Ibarreta, Hajji S. Tropa

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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

Arts

Quarter 4 – Module 3: Manifests Understanding of Concepts on the Use of Software

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

MANIFESTS UNDERSTANDING OF CONCEPTS ON THE USE OF SOFTWARE(A6PR-Ivb)

Modern technology offers several opportunities in various fields including how we produce art. Through the advancement of technology, several designers and artists have developed their skills in using graphic design software to express their ideas.

This module was designed and written with you in mind. It is here to help you manifest an understanding of concepts on the use of graphic design software ~~specifically on~~ **in creating** digital arts ~~since this is the type of artwork produced using graphic design software. Moreover, it is a legitimate art form separate from~~ **like** ~~painting, sculpture, architecture, and the likes.~~ At the end of this module, you are expected to:

1. Define what are menu, commands, and tools;
2. Manifest understanding of concepts on the use of software (commands, menu, and tool);
3. Know that command, menu, and tools are used in creating artwork.



What I Know

Before you start studying this module, answer this simple test to find out what you already know about the topic. Choose the letter of the best answer and write the chosen letter on a separate sheet of paper.

1. What do you call a set of instructions data or programs used to operate computers and execute a specific task?
A. computer B. blender C. software D. menu
2. It can easily follow the desired curvature of lines through the use of anchor points. What is it?
A. paths tool B. pen tool C. brush tool D. dodge tool
3. Which of the following tools used to create a point or line in any direction?
A. Brush Tool C. Bucket fill Tool
B. Dodge Tool D. Pen Tool
4. In our lesson, what are the three examples that a user may use in creating digital artwork?
A. Menu, command, and tool C. Tool, menu, and software
B. Command, software and hardware D. software, malware, and hardware
5. What do you call to the list of commands or choices offered to the user through the menu bar to find information or execute a program function?
A. tools B. command C. software D. menu
6. Which of the following instructs a computer or device to perform a specific task?
A. malware B. command C. tools D. menu
7. The three options that can be used in creating digital artwork are tools, command, and _____?
A. menu B. software C. hardware D. computer
8. Why is photoshop used for photo editing and raster graphic design software?
A. It allows the users to create, edit, and manipulate various graphics.
B. It can't import the images in various file formats.
C. It allows the users to create and edit raster images.
D. both A and C
9. This tool is used to color a larger portion of your artwork. What is this? _____.
A. dodge tool B. bucket fill tool C. pen tools D. brush tool
10. What do you call the art created from graphic design software?
A. Digital Camera B. GIMP C. Photoshop D. Digital Art

Well, how was it? Do you think you did it well? Compare your answer with those with the answer key.

Lesson**1****Manifests Understanding of Concepts
on the use of Software
(Commands, Menu and Tools)**

Some artists use materials like paints and brushes to create art. Today, many others also use modern technology of exploring creativity, like video technology, television, and computers. This type of art is called digital art.

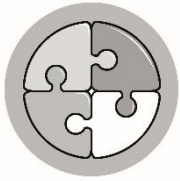
Art created from graphic design software is called digital art. Its work is made with digital technology or presented on digital technology. This includes images done completely on a computer or hand-drawn images scanned into a computer and finished using a software program.

To create digital artwork effectively, it is a must to understand concepts on the use of software on command, menu, and tools.

According to Merriam Webster, software is something used or associated with and usually contrasted with hardware such as programs for a computer. It comprises the entire set of programs, procedures, and routines associated with the operation of a computer system.

Graphic design software is an example of software for creating digital art. Its importance is to design any graphics-related things. There are many more things you can do with the graphic design software like editing your family photo and designing greeting cards for the upcoming birthday celebration.

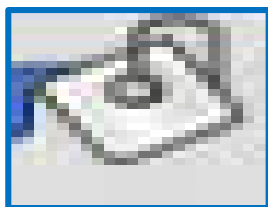
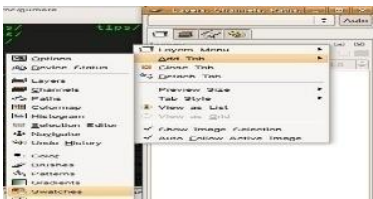
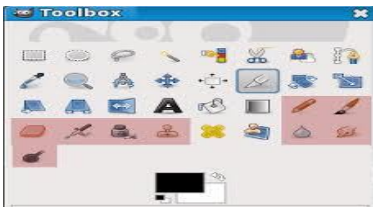
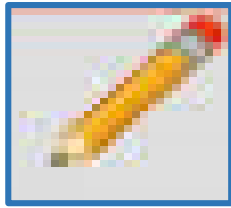
In this lesson, the pupils will learn about the concepts of the use of software (commands, menu, and tools) in creating artwork that will develop their understanding of the use of this technology.



What's In

Directions: Match the picture in Column A to its name in Column B.

Column A



Column B

A. Bucket fill

B. Menu

C. Pen Tool

D. Tool

E. Command



What's New

A drawing made with a graphic design software uses the same art elements as traditional media like pen, pencil, and paint. The picture shows the example of a digital drawing. This can be drawn using the GIMP or GNU Image Manipulation Program and can be enhanced using the Photoshop CC applications.



1. What are the different lines and shapes that you can see in the drawing?
2. What do these lines and shapes represent in the drawing?

This lesson will give you basic knowledge in digital art specifically on GIMP and Photoshop CC applications.



What is It

Definition of Software

Everything that runs on a computer from an operating system to a diagnostic tool, video game, or app can be defined as software.

Software is a set of instructions data or programs used to operate computers and execute a specific task. It is also a collection of data or computer instructions that tell the computer how to work.

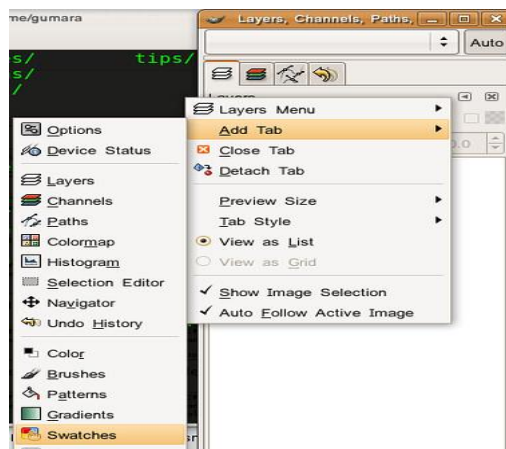
When you use your computer software there are menus, tools, and commands that you must know.

What do menus, tools, and commands tell us?

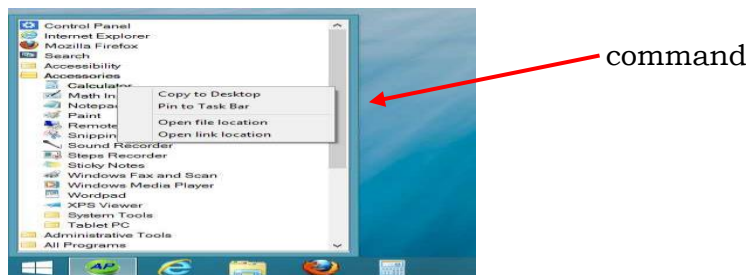
A **menu** is a list of commands or choices offered to the user through the menu bar. It is also a set of options presented to the user of a computer application to help the user find information or execute a program function.

The menu is an application organizer and launcher. There are other commands in a menu.

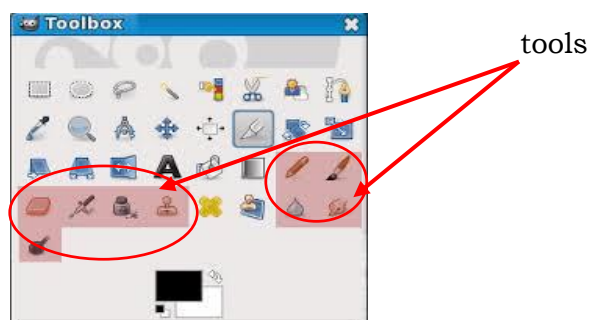
Here is an example of a menu when you use your computer.



A command is an instruction to a computer or device to perform a specific task. This can be a text or an icon.



Tools are used to make the artwork more meaningful, colorful, and attractive. It can be a pen tool, brush tool, bucket fill tool, and dodge tool.



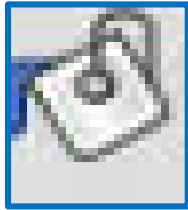
These are some of the examples of tools used to paint.



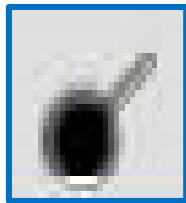
a. Pen Tool is easily recognizable because of its resemblance to a pen. It is used to create a point or a line in any direction.



b. Brush Tool is represented by drawing of a paintbrush. It very similar to the pen tool.



c. Bucketfill tool is used to color a larger portion of your artwork. It is represented by a tilted paint bucket.



d. Dodge Tool is use when adding details such as light reflecting on an object. It is useful in applying this type of effect in you work.



e. Paths tool can easily follow the desired curvature of lines through the use of anchor points.

The menus, tools, and commands are usually displayed on the screen once you open a program. These are used when you apply digital art.

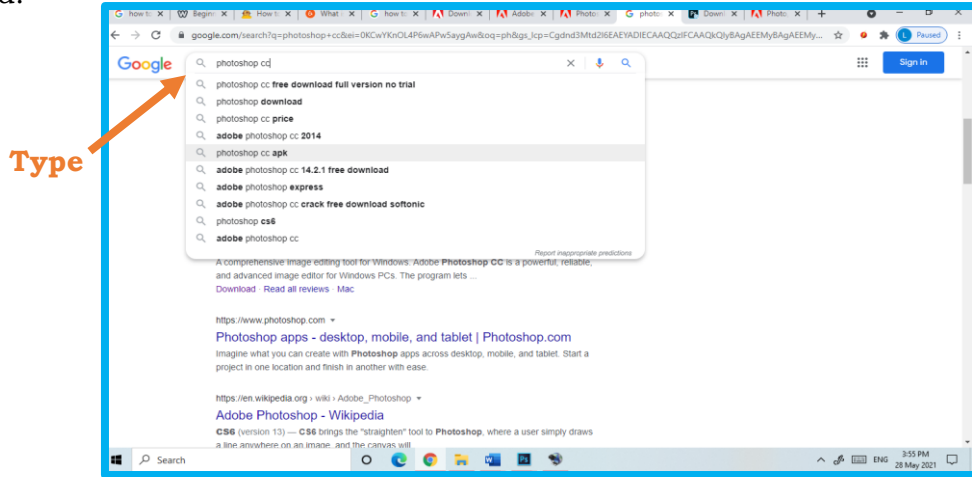
We have a lot of applications for digital art. Adobe Photoshop is one of these applications.

Photoshop CC is a photo editing and raster graphic design software that allows users to create, edit, and manipulate various graphics as well as digital art. It also allows to create and edit raster images with multiple layers and import the images in various file formats. Photoshop is developed by Adobe Systems for both Windows and macOS.

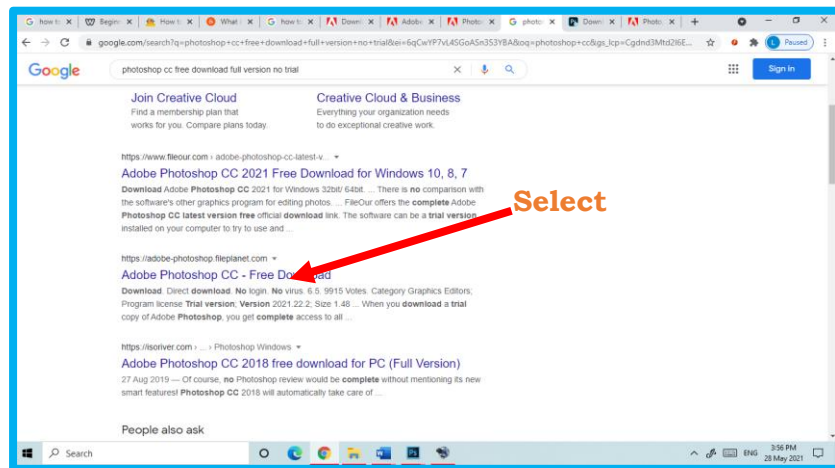
In addition, Photoshop CC is not an open-source application. The version that you will be downloading is a trial version. However, you can continue using it after your trial period by purchasing the software.

Before you can use this application, you need to download and install this first on your computer. Here are the steps on how to download and install Photoshop CC for a free trial.

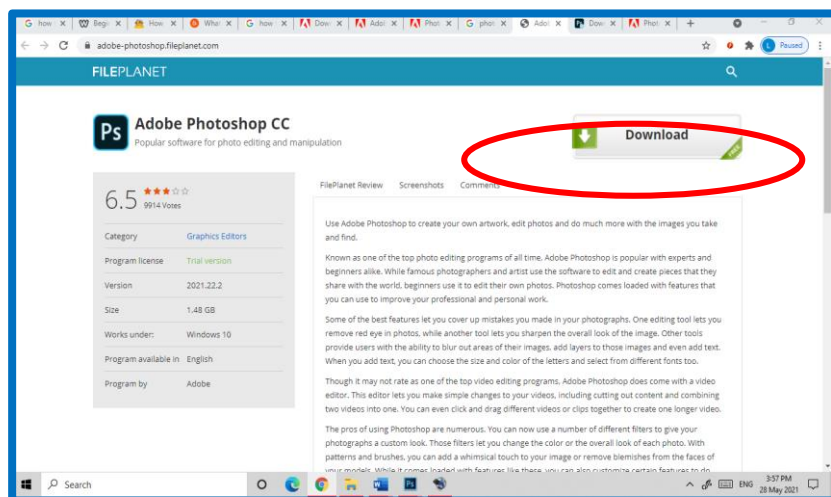
Step 1. Go to the browser or google search tab, and type Photoshop CC free download.



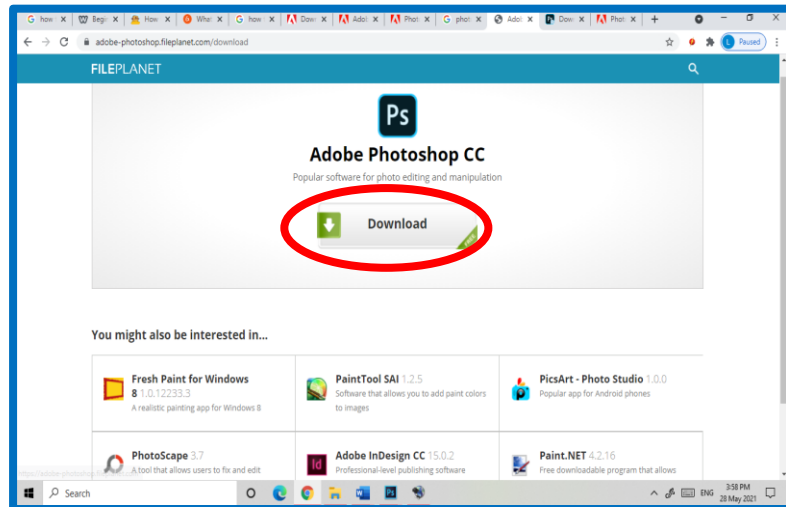
Step 2. Click Photoshop CC free download.



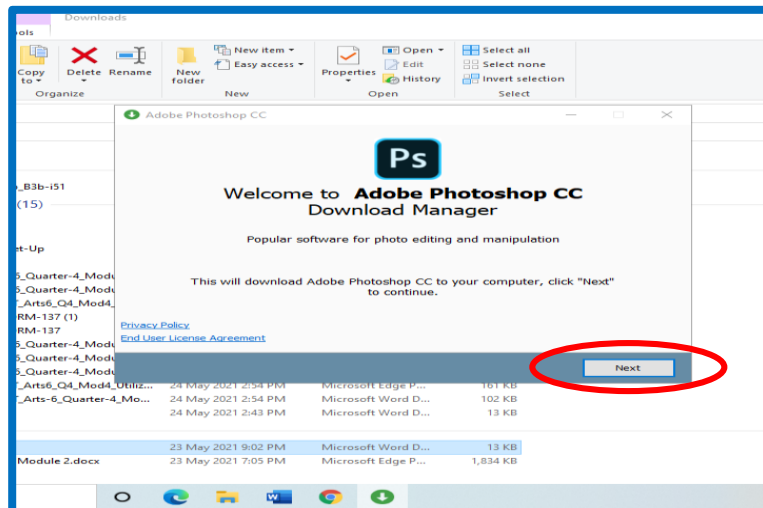
Step 3. Click Download.



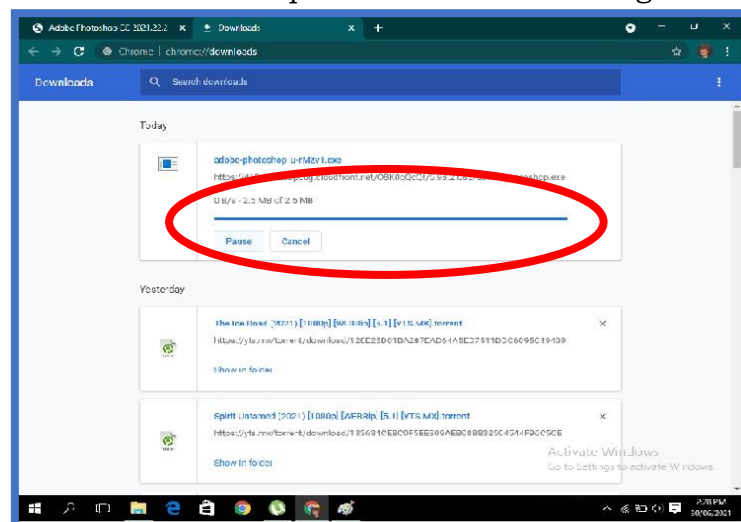
Step 4. Click again the “Download”.



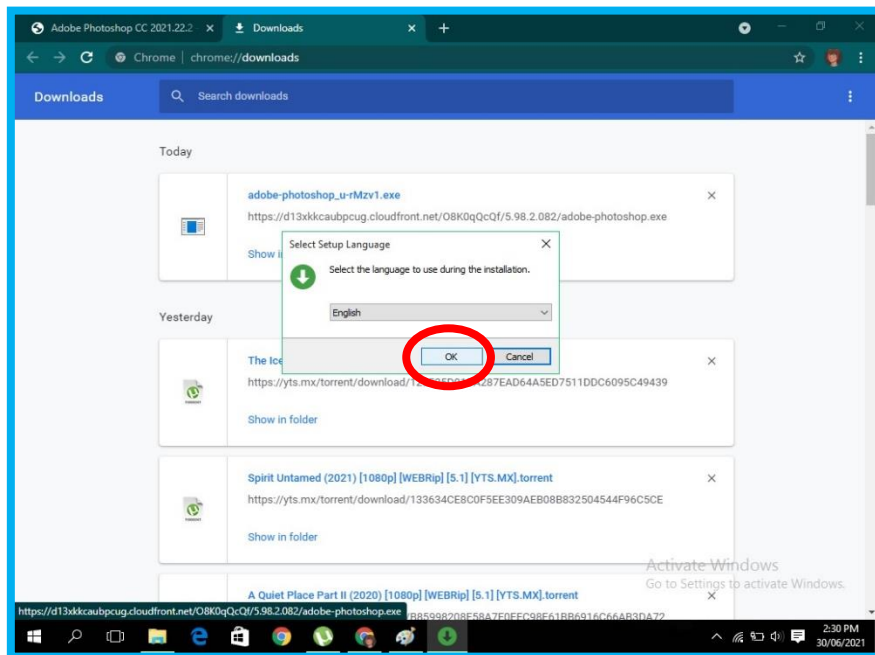
Step 5. Click “Next” to download.



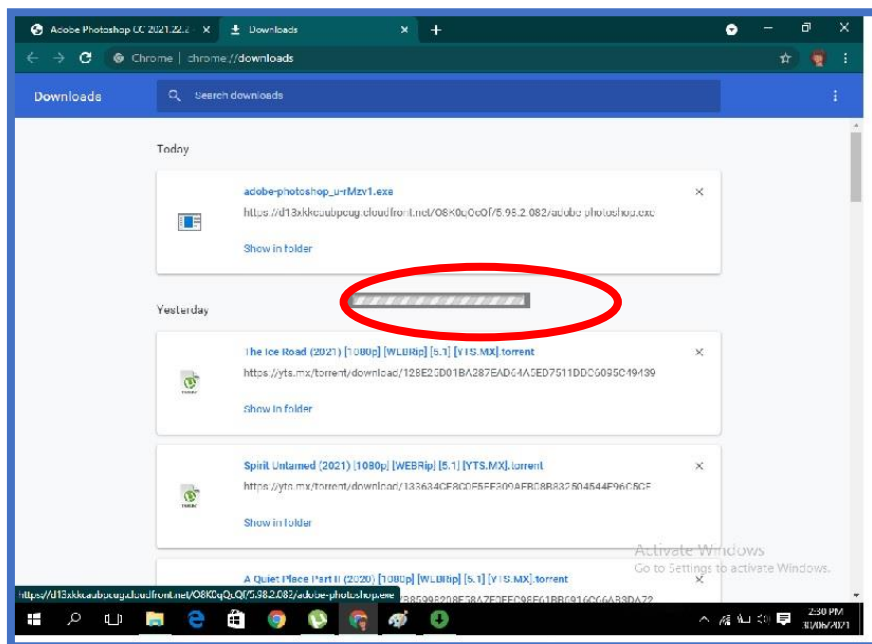
Step 6. The Adobe Photoshop CC is now downloading.



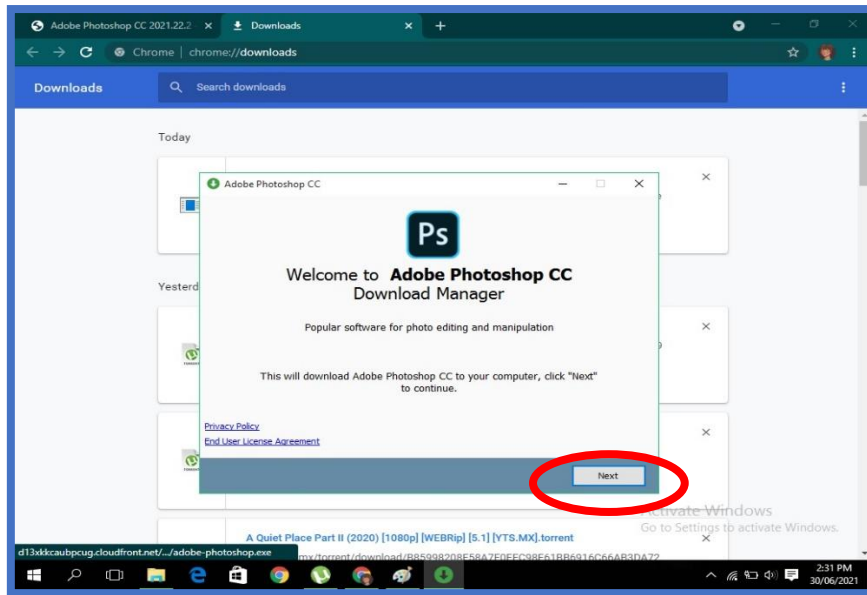
Step 7. The Adobe Photoshop CC will ask “Select Setup Language”. Click “English” then “OK”.



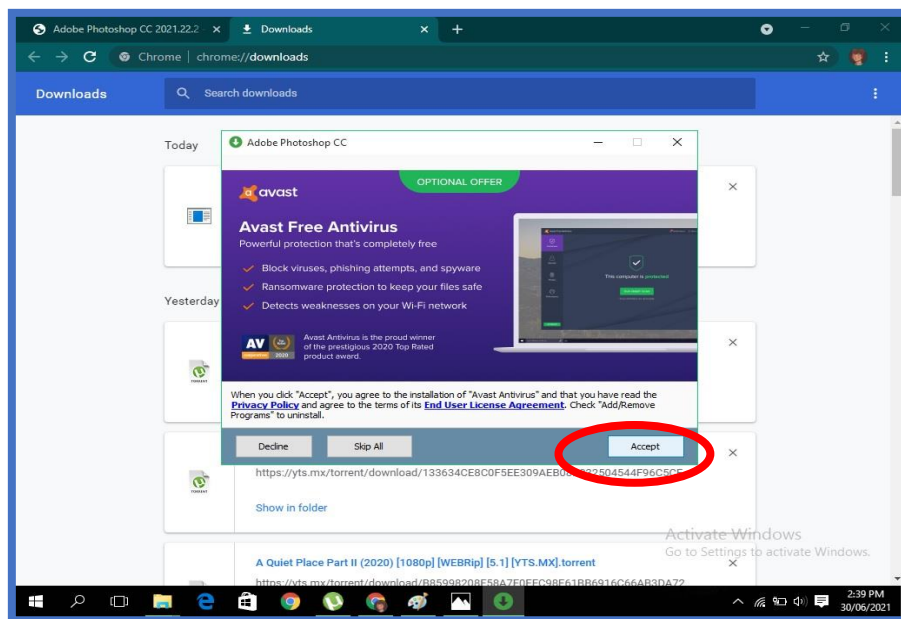
Step 8. The system will run for the next step.



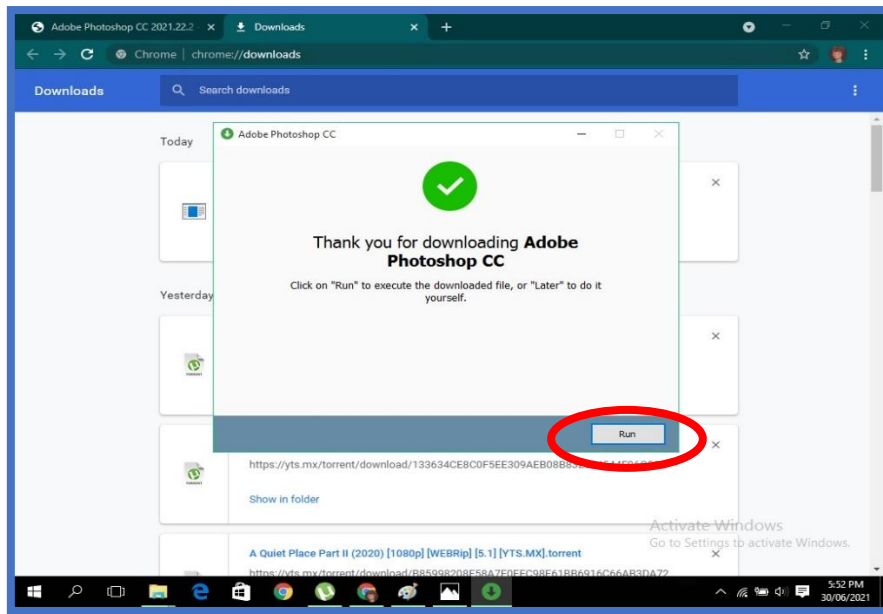
Step 9. Click “next”.



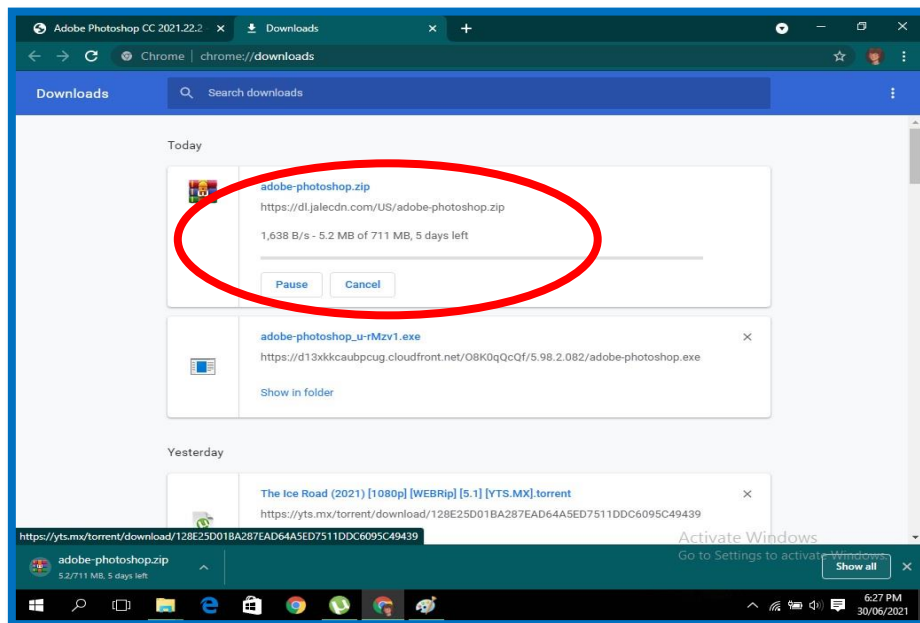
Step 10. Click “Accept” to continue.



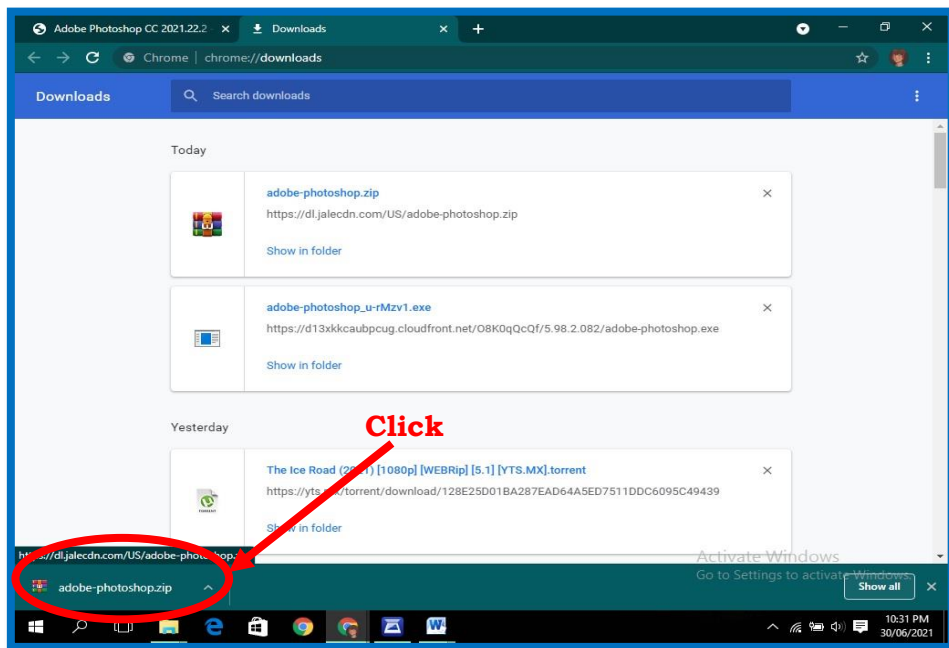
Step 11. Now, click “Run” to execute the downloaded file.



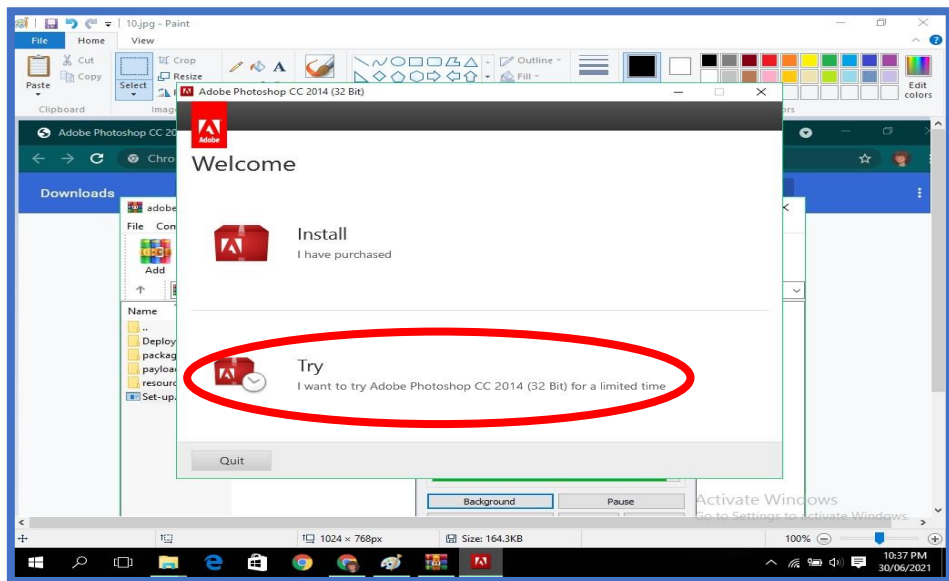
Step 12. Wait until the downloaded file is ready to open.



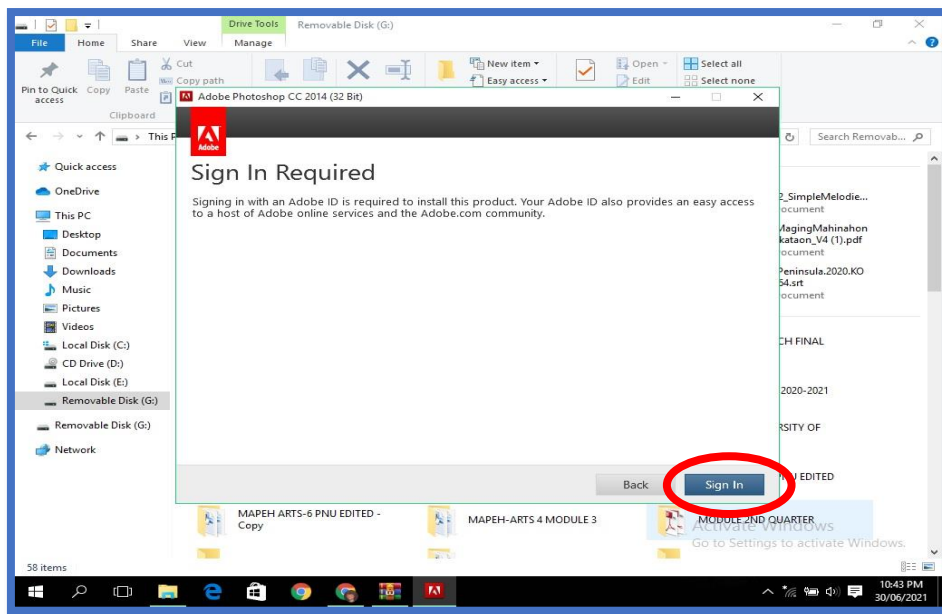
Step 13. Now click the downloaded “adobe photoshop” below then click “Open file”.



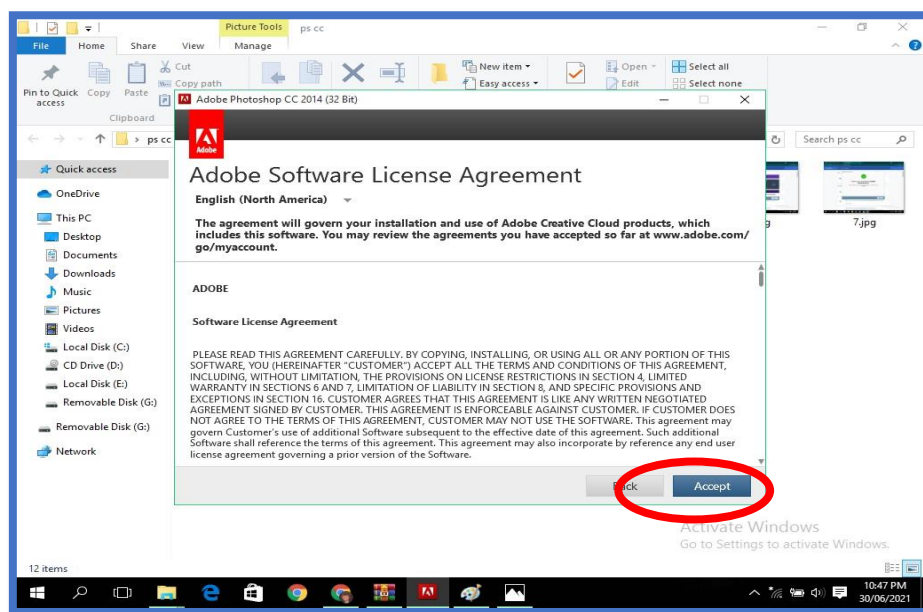
Step 14. This will appear once you click the downloaded file. Click “Try”.



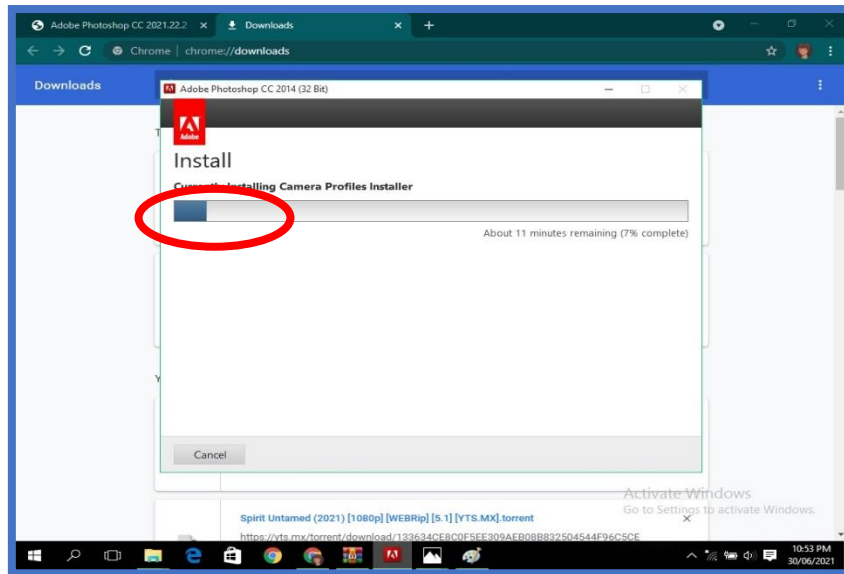
Step 15. Click “Sign in” to install the application on your desktop or laptop.



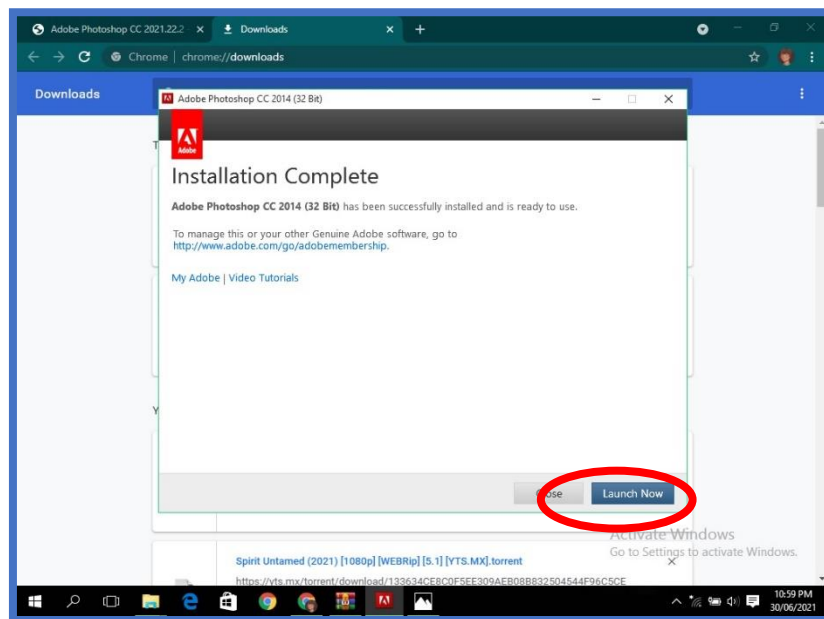
Step 16. Adobe Software License Agreement will appear. Click “Accept” after you have read it.



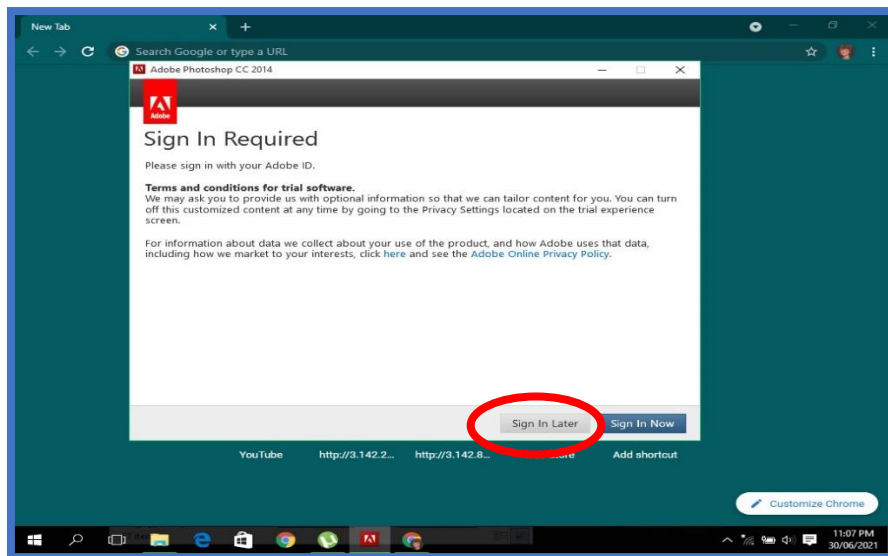
Step 17. Wait for the installation process to finish.



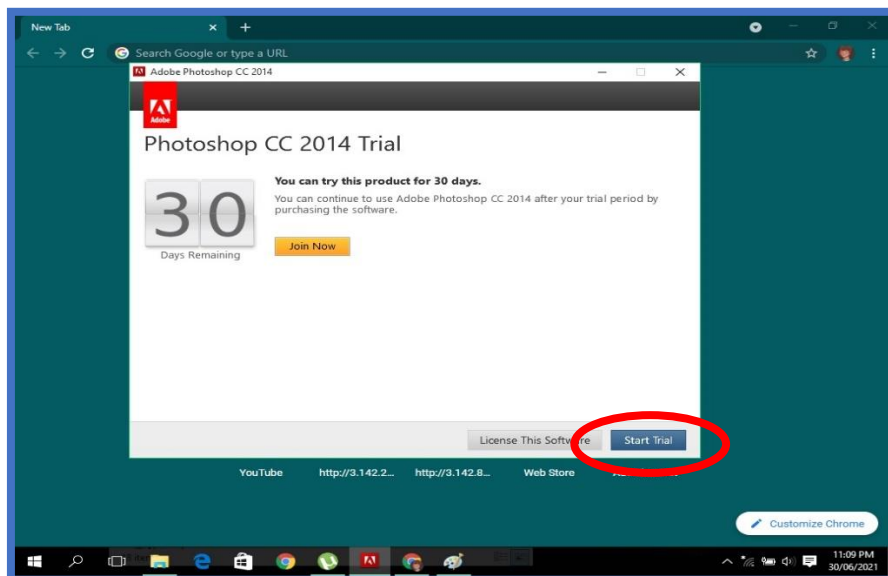
Step 18. The installation is now complete. Click "Launch Now".



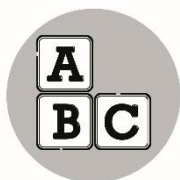
Step 19. The Adobe Photoshop required you to sign in but click “Sign in Later”.



Step 20. Now you can start the Photoshop CC 2014 Trial version for free by clicking “Start Trial”.



Remember, Photoshop CC is not open-source. This is a trial version. You can continue to use Adobe Photoshop CC 2014 after your trial period by purchasing the software. For this reason, you need money to pay for it. However, as a beginner like you, it is already a big help that you have learned how to download and use this application even in a trial version. This will benefit you when you want to become a graphic artist in the future.



What's More

Another application for digital art is GIMP or GNU Image Manipulation Program. It is a user-friendly app for digital art design.

GIMP is an excellent open-source photo editing program. It has a list of tools for the user to edit their photos. It has plenty of brushes, filters, auto image-enhancement tools, and compatibility for a wide range of pre-installed plugins as well as more available for download. It also allows you to add filters.

Here are the steps on how to use GIMP.

Step 1. Installing GIMP

Download the GNU image manipulation program. Open the downloaded file and select your preferred language. Run the installer, if you want to install it in the default folder then click on install. To change any install setting select customize and wait until the installation process gets finished.

Step 2. Preparation

Launch GIMP. If you have a sketch or photo to use as a template for your drawing, select “Open” from the “File” menu, and locate that image file. If you are drawing without an image, select “New” from the “File” menu to create a new image file.

Click the “Background” layer in the layers panel and type “50” in the “opacity” text field if you have opened a sketch or photo for your drawing. This will make the sketch or photo semi-transparent, allowing you to more easily see your work when you begin drawing. Click the “Lock” check box so you do not accidentally draw on this layer. Next Press “Shift-Ctrl-N” on the keyboard to open the New Layer dialog box. Type “Drawing” in the “Layer Name” field, select “Transparency” and click “Ok”.

Zoom into the image as needed by clicking the “Zoom” menu at the bottom of the image window.

Step 3. Using the Paintbrush Tool

Select the “Paintbrush Tool” from the toolbox. Select the “Circle 03” brush from the Brushes panel to create a thin line. The number beside the brush indicates the diameter in pixels. This brush has a diameter of three pixels.

Drag the brush on the canvas in a short stroke. Examine its width in comparison to the background image and select a larger or smaller circle brush as needed. Then draw lines of your artwork using short even strokes with the mouse. Try not to trace the original work, but rather use the background image as a guide for your new drawing. Press “Ctrl-Z” to undo a brush as needed. You can press “Ctrl-Z” repeatedly to delete additional strokes.

Step 4. Using the Paths Tool.

Select the “Paths Tool” from the toolbox. Click the tool where you want the first point of a new line to appear. This creates an anchor point. Click on a second point of the line and second anchor points appears, with a line connecting both points. Continue drawing the line by creating additional anchor points.

Drag an anchor point to move its location. The connecting lines will adjust themselves accordingly. Click the line between anchor points and drag it to bend the line. Press “Enter” to close the path. The first and last points will be connected. Don’t press “Enter” if you do not want to close the path.

Click the “Edit” menu and select “Stroke Path” to create a line from the path you have drawn. The “Choose Stroke Style” panel opens. Next, Select “Stroke Line” and type the width of the line in the text field. Alternatively, you can select “Stroke With A Paint Tool” and select “Paintbrush”. Click the “Stroke” button and the stroke will be applied to the line on the path. Then, click “New Layer” in the “Layer” menu, and then begin drawing another path. When you apply stoke to the path on any layer, all the paths on that layer will be transformed to the new stroke.

Step 5. Drawing Shapes

Add a new layer to your drawing from the “Layer” menu. Click the “Rectangle Select Tool” or the “Ellipse Select Tool” to draw with shapes. Drag the tool over the canvas to create the shape.

Click the “Edit” menu, and then “Stroke Selection.” Enter a value in the “Stroke Line” Field. This value is in pixels, so you can use a value similar to what you used for your brush tool-3 pixels in the example. Alternatively, you can select the “Stroke with a Paint Tool” option to apply your current paintbrush values to the shape. Click “Stroke”. Next, click the “Rotate Tool” and then select the shape to change its orientation. The Rotate panel opens. Move the “Angle” slider to rotate the shape, and click “Rotate”. This creates a copy of the shape on a new “Transformation” layer.

Lastly, click the “New Layer” that you drew in the original shape in the Layers Panel, and delete it by clicking “Delete Layer” in the “Layer” panel.

Now that you have learned how to use the GIMP. Let us try the activity below.

Would you like to try it?
Ready to get drawing?
Awesome, let’s go!



Digital Still-Life Painting

What you will need:

- Design software: GIMP (Open Source)
- A still-life composition set-up (fruits of varying shapes, a shallow dish and a vase)
- Table for the set-up
- Portable lamp

What To Do:

Set-up the selected objects on top of the table. Place the fruits in the dish. Smaller fruits must be placed in front. Position the vase behind the fruits off center to the right or left side. The position of the lamp must be at the side of the set-up. Make sure that the light of the lamp is directed at the set-up.

Using your GIMP, open a canvas in portrait orientation with a size of 8.5" x 11". Using your paths or pen tool, start drawing the outline of each object.

After finishing with the outlines, add color to your digital drawing using the paintbrush or bucket fill tool. Provide additional details to the texture of objects using the pen tool. Use the dodge and burn tools to capture light and shadow.

RUBRIC

Criteria	Needs Practice 1-2	Fair	Good	Very Good
The work is clean and neat				
Lines and shapes are accurate to its object's outline.				
Colors are rendered carefully using the paths line tool.				
Texture details and the use of light and shadow are present in the output.				
The work was submitted on time through E-mail or Messenger.				



What I Have Learned

Software is a set of instructions data or programs used to operate computers and execute specific tasks and a collection of data or computer instructions that tell the computer how to work.

In creating artwork, menus, commands, and tools may be used to make it beautiful and colorful.

A **menu** is a list of commands or choices offered to the user through the menu bar and an application organizer and launcher.

Commands an instruction to a computer or device to perform a specific task. This can be a text or an icon.

Tools are used to make the artwork more meaningful, colorful, and attractive. It can be a pen tool, brush tool, bucket fill tool, and dodge tool.

Graphic Design software is an example of software wherein digital art is formed. Its importance is to design any graphics-related things.

Digital art is created from graphic design software and its work is made with digital technology or presented on digital technology. This includes images done completely on a computer or hand-drawn images scanned into the computer and finished using a software program.

Photoshop is an example application of digital art which edits photo and raster graphic design. It allows users to create, edit, and manipulate various graphics as well as digital art.

GIMP is also an excellent open-source photo editing program and one of the applications in digital art. It is a user-friendly app for digital art design. It has plenty of brushes, filters, auto image-enhancement tools, and compatibility for a wide range of pre-installed plugins.



What I Can Do

As a beginner like you, let's navigate more on digital art using the Photoshop CC applications. Just follow the following steps.

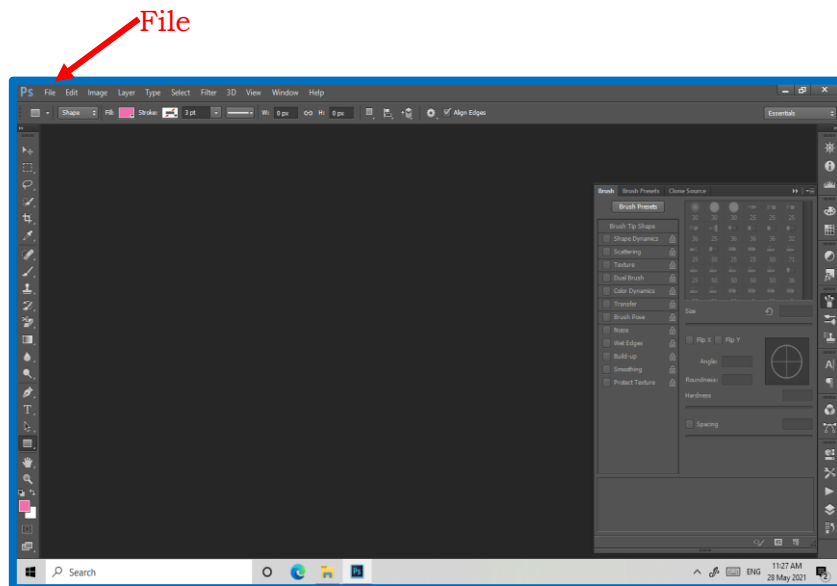
How to Use Photoshop CC

After downloading the Photoshop CC on your personal computers, here are the steps on how to use it.

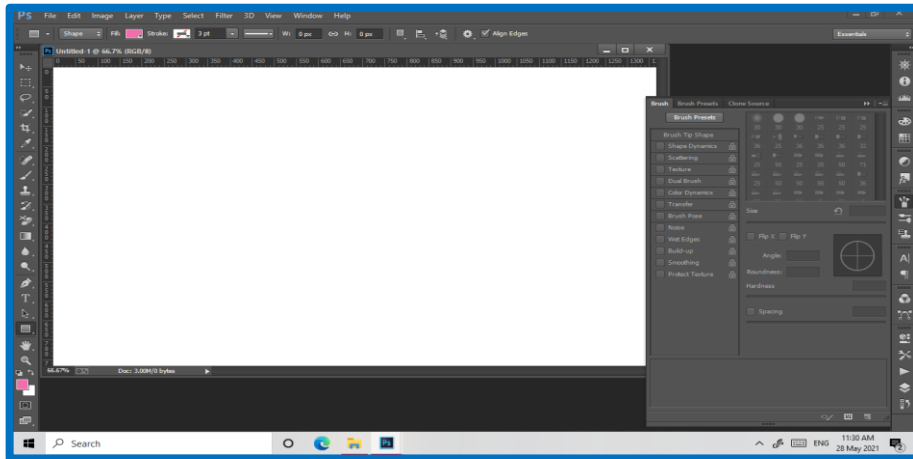
Step 1. Open up Photoshop Creative Cloud.



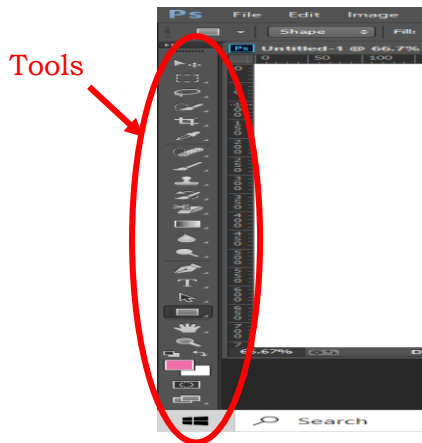
Step 2. Edit your canvas. First, go to File and click New. Always save your work.



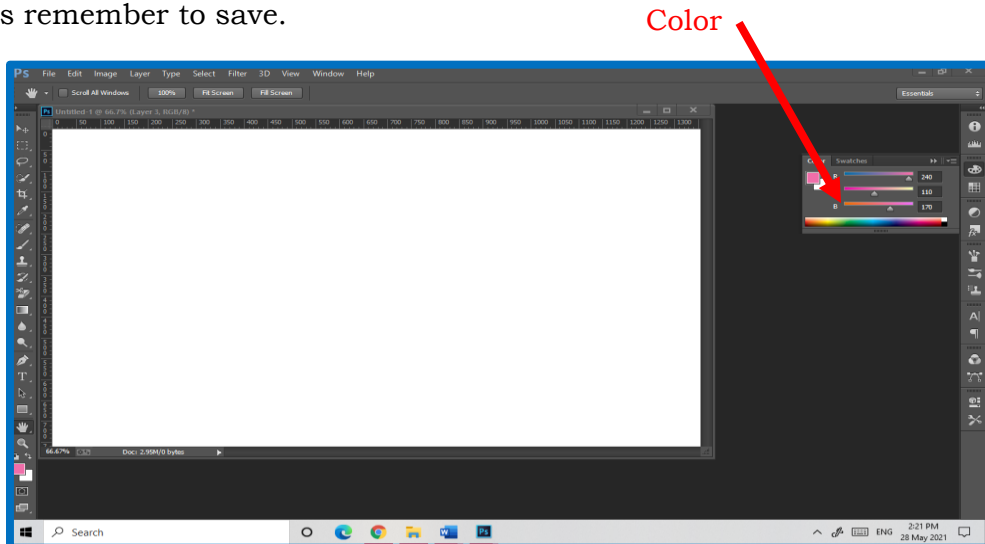
Step 3. Preview Canvas. A blank page of what it should look like will be shown. Save your work again.



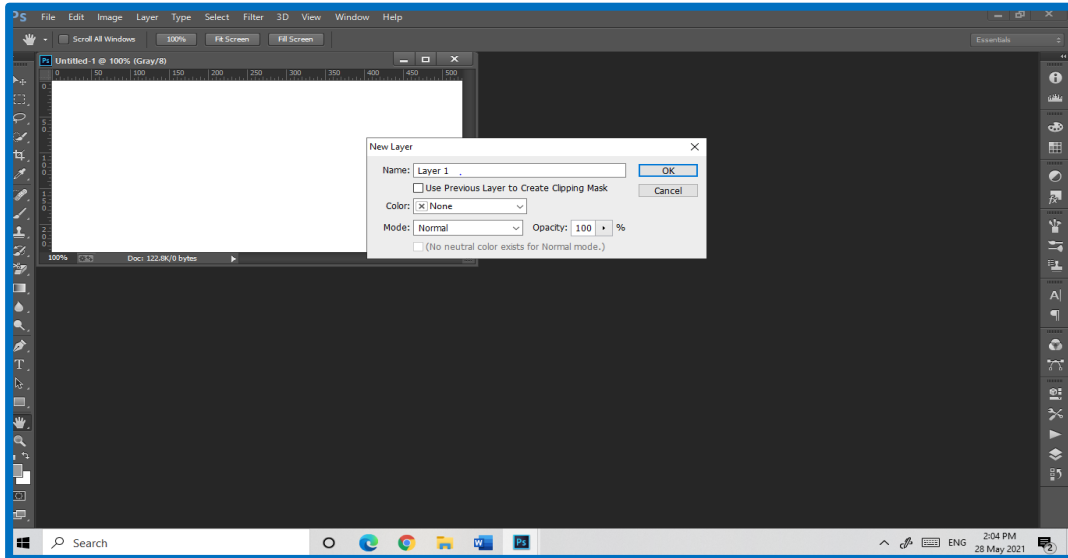
Step 4. Tools. Identify the toolbox on the left-hand side of the screen and get familiar with each tool because the tools are important especially the click tool.



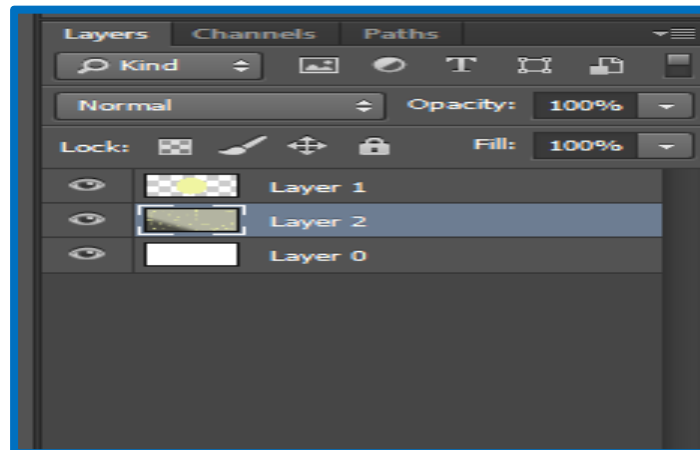
Step 5: Colors, Folders, and Grouping on the right hand of the screen there is a setting to store files and artwork. There are color rangers for shapes and figures. Also, there is a Layer setting that will adjust and keep it step separate within the artwork. Also, it can be rearranged to have layers behind and in front of each other. Always remember to save.



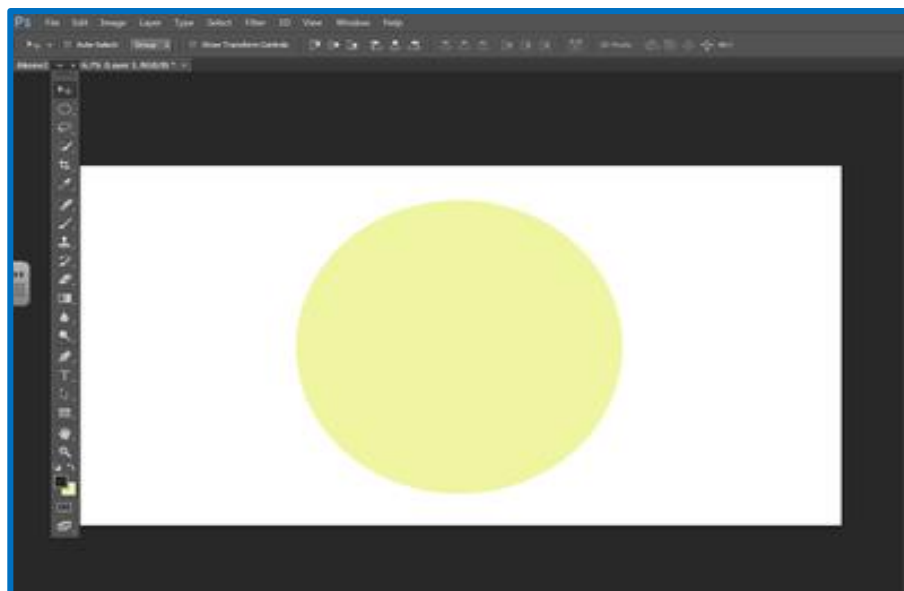
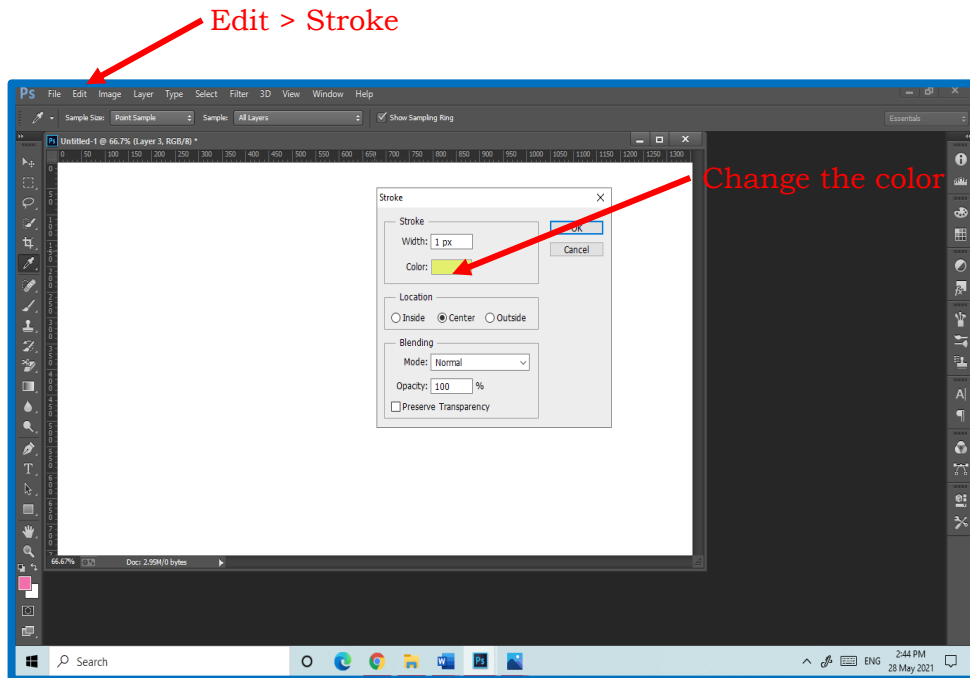
Step 6. How to unlock a background layer. If a layer is locked, then it will have a lock symbol. To unlock, all you have to do is double click until the new layer screen appears. You can name the file if you like so you will not get confused when you add more layers, So by adding more layers all you have to do is right click your mouse on a layer and click Duplicate Layer on New Layer.



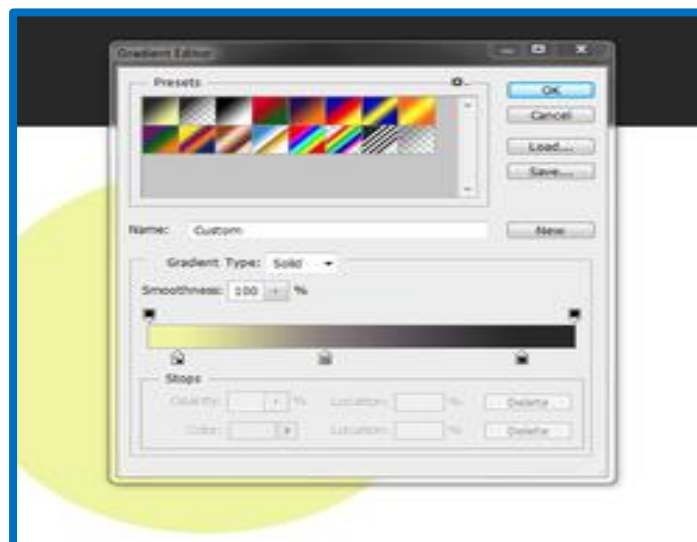
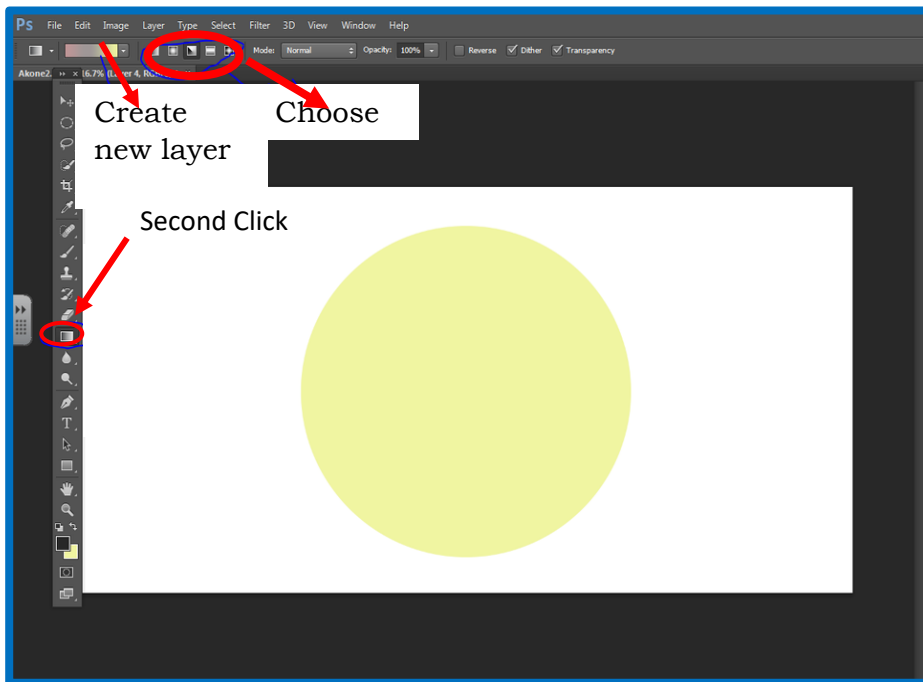
Step 7. Layers. In this project, you will need 3 (three) new layers to have your new work in a separate layer (Circle, Colors, background, etc.) In the layer's setting, the layers (top to bottom). Also, the layers are movable in order.

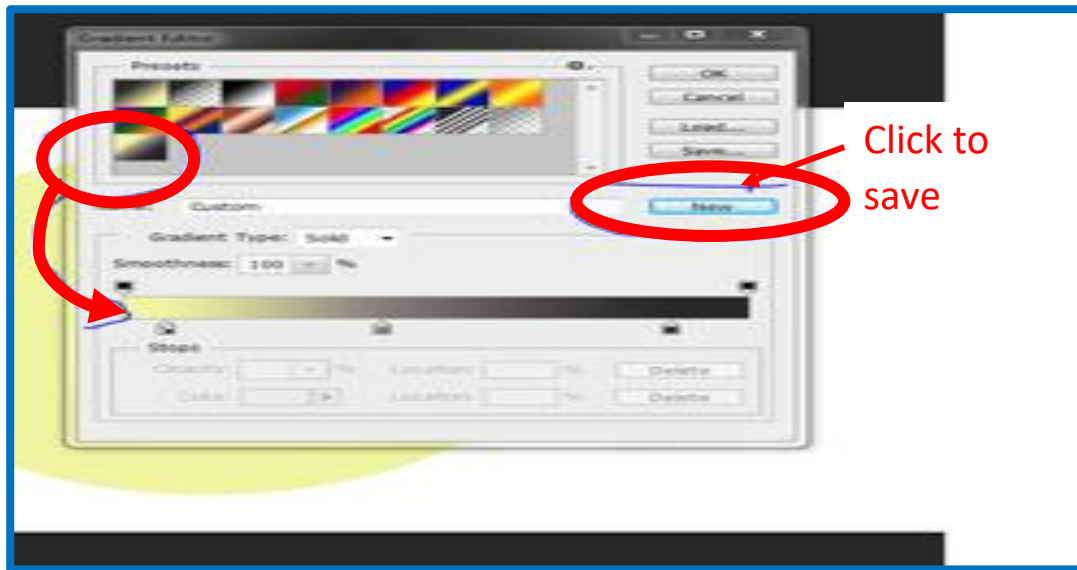


Step 8. Creating your circle. Click on your first layer to make sure it is selected. Then go to the Edit > then click Stroke > edit stroke pixel > change color either to your background or foreground. Next in the same layer > go to edit again > stroll down to fill > set your color > then click ok. Your shape should look like this circle. Lastly, go to select and deselect.

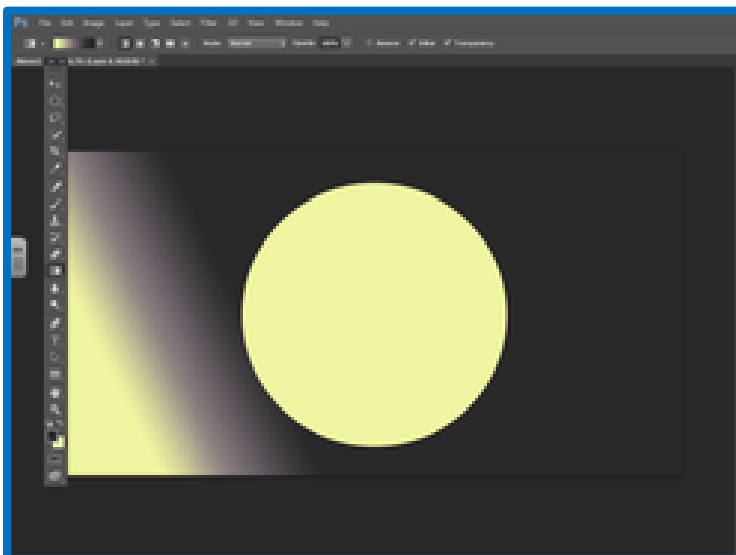


Step 9. Select your 2nd New Layer. First select a new layer (naming is in option, then go to your gradient on in the toolbar and click. Notice that your top bar changes, there are options to create a new set of colors or work on the pre-made colors and there is an option to set the colors at an angle you prefer. Then create new gradient > press save > new gradient added selection. Now ready to adjust your background.





Step 10. Making your masterpiece festive. First, take your file and set the background gradient to > right click> duplicate layer. Take note, you are duplicating your layer because if you stylize on your only gradient background it will be difficult for you to remove the styling option. FYI (The more you have the better then you can choose the best style that you like. Go to one of your duplicate layers that you completed and you can click the eyeball for the layers you are not using. Then go to the top of your screen > find Filter > search for Stylize > go through your options. Save your work. P.S You can add more than one filter on an existing filter (Filter > Stylize > extrude > box tool > ok >).



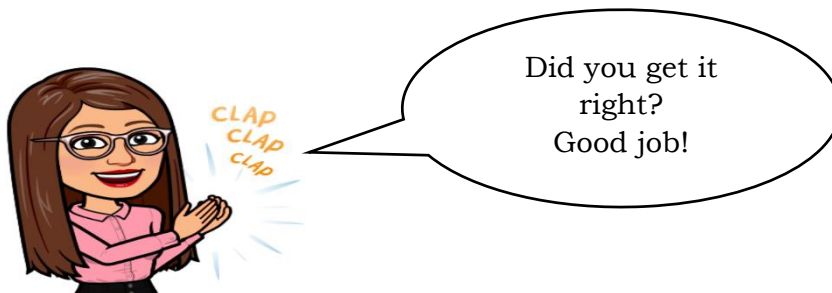


Assessment

True or False: Read the following statements carefully. Write **True** if the statement is correct and write **False** if the statement is not correct.

Write your answers on the blank provided before its number.

- _____ 1. Software is a set of instructions data or programs used to operate computers and execute a specific task.
- _____ 2. A command is used to make the artwork colorful, and attractive.
- _____ 3. Graphic design software is not important in designing graphics-related things.
- _____ 4. Art created from graphic design software is called digital art.
- _____ 5. A menu is an instruction to a computer or device to perform a specific task.
- _____ 6. The pen tool is used to create a point or line in every direction.
- _____ 7. Photoshop is a photo editing and raster graphic design software that allows users to create, edit, and manipulate various graphic as well as digital art.
- _____ 8. Everything that runs on a computer from an operating system to a diagnostic tool, video, game, or app is called digital art.
- _____ 9. GIMP is an excellent open-source photo editing program and a user-friendly app for digital art design.
- _____ 10. You can use different applications like GIMP and Photoshop even without installing them.





Additional Activities

In your notebook, write a reflection on the things you learned in this lesson and their relevance to you. Tell how you can apply what you learned in your daily life and give specific examples in which you feel this learning will come easy.



Answer Key

<p>Assessment</p> <p>1. TRUE 2. FALSE 3. FALSE 4. TRUE 5. FALSE 6. TRUE 7. TRUE 8. FALSE 9. TRUE 10. FALSE</p>	<p>What's More</p> <p>1. Based on Rubrics</p>	<p>What I Know</p> <p>1. C 2. A 3. D 4. A 5. D 6. B 7. A 8. A 9. B 10. A</p>
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Quinitio, Ligaya B., Cipriano, Eduardo V., Buhain, Eliseo P., Brioso, Juliet H., Lacia, Diana A., Alonzo, Almira A., Solano, Gernalyn A., The 21st Century MAPEH in Action. REX Book Store.

Electronic Resources:

<https://study.com/academy/lesson/what-is-digital-art-definition-history-examples.html>

<https://creativeoverflow.net/20-digital-art-examples-that-shows-creativity/>

<https://gimp.cc/>

<https://www.guru99.com/introduction-to-photoshop-cc.html>

<https://expertphotography.com/how-to-use-gimp/>

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