



## Welcome to Week 2

July 12, 2021

## Digital Art

### REMEMBER!!

Submit ALL of this week's challenges (or screen shots of them) to [experience@iechamilton.ca](mailto:experience@iechamilton.ca) by Sunday, July 18 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).

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

Take a look at some information videos related to Mohawk College as well as some Mohawk student creations:

[Graphic Design Promo](#) by Shannon Rollo

[Graphic Design](#) with Jennifer Kaye

[Animation](#) by Graham Stoltz

[Animation](#) by Mike Lokun

[Drawn to Animation](#) - a CHCH TV interview with Mohawk College Professors

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### Challenge!

This week, we are heading to Code.org to check out Hour of Code's [Artist](#) lesson. We will follow along with the on-screen tutorial, and then be creative with our own artwork on level 10. We will also be exploring Wick Editor's video tutorial [Getting Started with Animation](#) and then being creative in their [Editor](#).

To be entered to win one of the prizes this week, you will need to complete and submit the following:

- [Artist](#) Lesson
- Share your link after completing level 10, where you get to make your own creation.
- [Getting Started with Animation](#) Tutorial
- Be creative and create something of your very own in [Wick Editor](#). Send in your .wick save file

### Tips:

- Find our example challenges and projects on the next few pages.
- BE CREATIVE!!
- Remember to send the link and save file from your completed works via email to submit for prizes!
- If you are struggling, CODEfest Camp Mentors can help! Email: [experience@iechamilton.ca](mailto:experience@iechamilton.ca) to register or to ask questions.

Send your completed exercises to [experience@iechamilton.ca](mailto:experience@iechamilton.ca).

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:

[Make sounds with Wick Editor](#), [Code Your Company Logo](#),  
[PencilCode](#), [Drawing In Code](#), or [Pixar in a Box](#)

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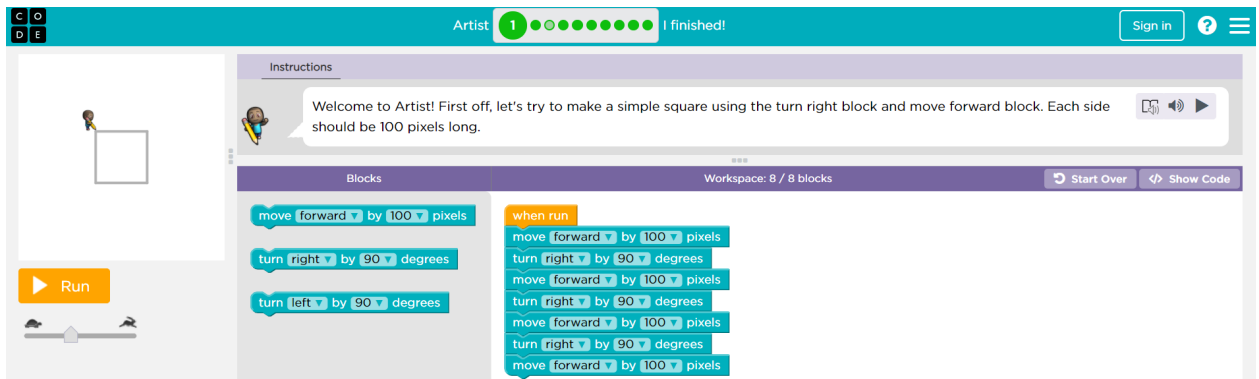
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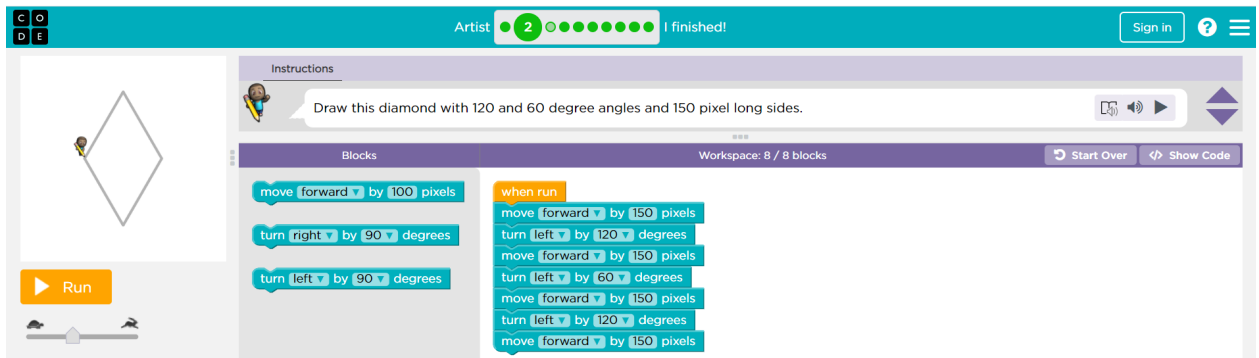
## Code.org's Artist Tutorial

### Level 1:



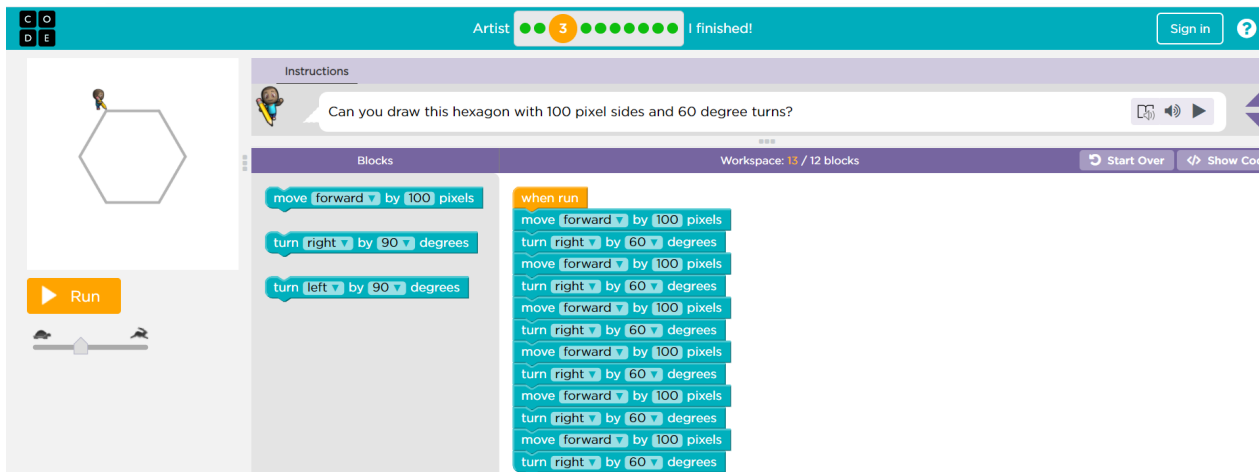
The screenshot shows the Code.org Artist Level 1 interface. The workspace contains a square. The instructions panel says: "Welcome to Artist! First off, let's try to make a simple square using the turn right block and move forward block. Each side should be 100 pixels long." The blocks panel shows a sequence of blocks: "when run", "move forward by 100 pixels", "turn right by 90 degrees", "move forward by 100 pixels", "turn right by 90 degrees", "move forward by 100 pixels", "turn right by 90 degrees", "move forward by 100 pixels".

### Level 2:



The screenshot shows the Code.org Artist Level 2 interface. The workspace contains a diamond. The instructions panel says: "Draw this diamond with 120 and 60 degree angles and 150 pixel long sides." The blocks panel shows a sequence of blocks: "when run", "move forward by 150 pixels", "turn left by 120 degrees", "move forward by 150 pixels", "turn left by 60 degrees", "move forward by 150 pixels", "turn left by 120 degrees", "move forward by 150 pixels".

### Level 3:



The screenshot shows the Code.org Artist Level 3 interface. The workspace contains a hexagon. The instructions panel says: "Can you draw this hexagon with 100 pixel sides and 60 degree turns?" The blocks panel shows a sequence of blocks: "when run", "move forward by 100 pixels", "turn right by 60 degrees", "move forward by 100 pixels", "turn right by 60 degrees", "move forward by 100 pixels", "turn right by 60 degrees", "move forward by 100 pixels", "turn right by 60 degrees", "move forward by 100 pixels", "turn right by 60 degrees", "move forward by 100 pixels", "turn right by 60 degrees".

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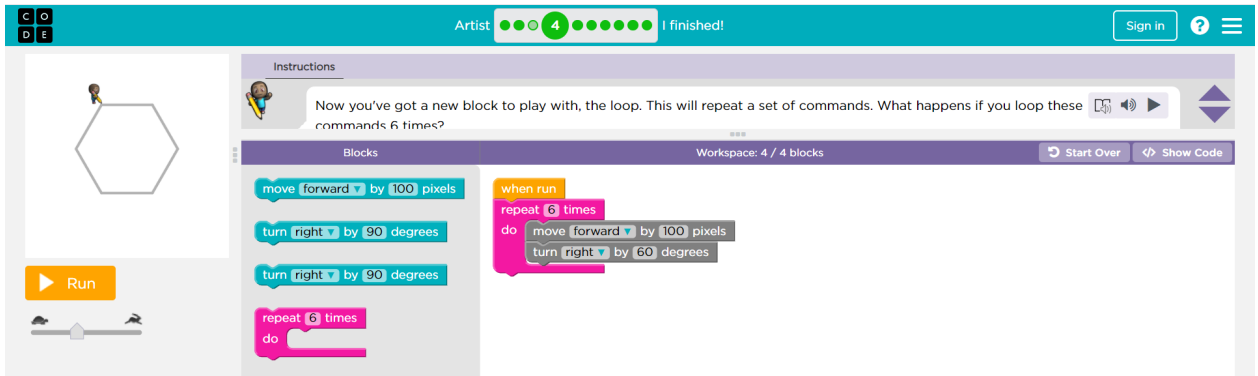
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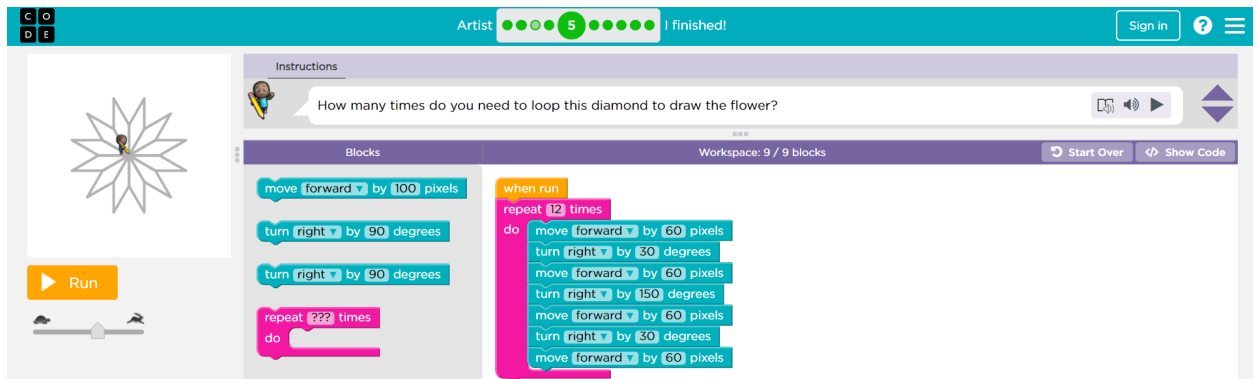
### Code.org's Artist Tutorial

#### Level 4:



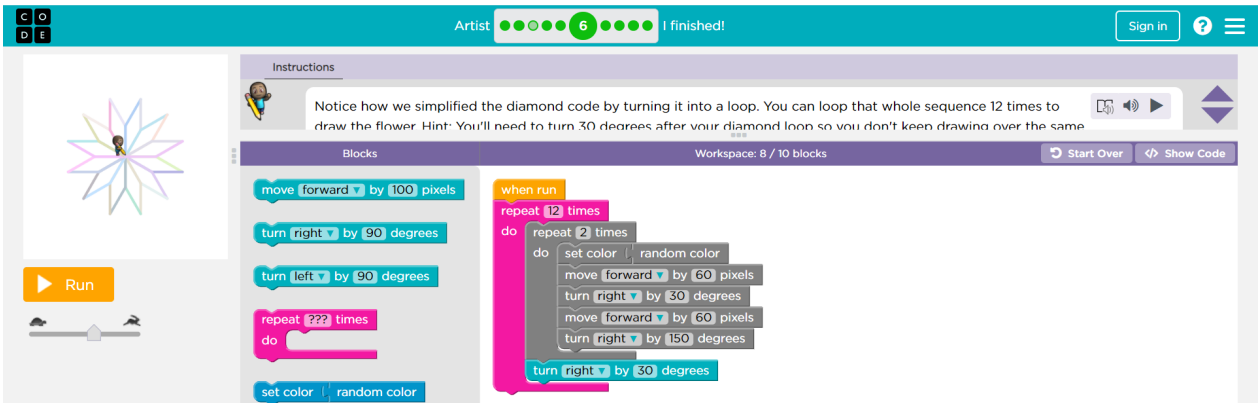
The screenshot shows the Code.org Artist interface for Level 4. The workspace contains a simple hexagon. The instructions panel asks: "Now you've got a new block to play with, the loop. This will repeat a set of commands. What happens if you loop these commands 6 times?". The blocks palette includes: 'move forward by 100 pixels', 'turn right by 90 degrees', 'repeat 6 times' (with a dropdown set to 6), and a 'do' block. The code editor shows a 'when run' block containing a 'repeat 6 times' block with 'do' containing 'move forward by 100 pixels' and 'turn right by 60 degrees'.

#### Level 5:



The screenshot shows the Code.org Artist interface for Level 5. The workspace contains a complex star-like shape. The instructions panel asks: "How many times do you need to loop this diamond to draw the flower?". The blocks palette includes: 'move forward by 100 pixels', 'turn right by 90 degrees', 'repeat ??? times' (with a dropdown set to ???), and a 'do' block. The code editor shows a 'when run' block containing a 'repeat 12 times' block with 'do' containing: 'move forward by 60 pixels', 'turn right by 30 degrees', 'move forward by 60 pixels', 'turn right by 150 degrees', 'move forward by 60 pixels', 'turn right by 30 degrees', and 'move forward by 60 pixels'.

#### Level 6:



The screenshot shows the Code.org Artist interface for Level 6. The workspace contains a multi-colored star-like shape. The instructions panel asks: "Notice how we simplified the diamond code by turning it into a loop. You can loop that whole sequence 12 times to draw the flower. Hint: You'll need to turn 30 degrees after your diamond loop so you don't keep drawing over the same". The blocks palette includes: 'move forward by 100 pixels', 'turn right by 90 degrees', 'turn left by 90 degrees', 'repeat ??? times' (with a dropdown set to ???), 'do', and 'set color | random color'. The code editor shows a 'when run' block containing a 'repeat 12 times' block with 'do' containing: 'repeat 2 times' with 'do' containing 'set color | random color', 'move forward by 60 pixels', 'turn right by 30 degrees', 'move forward by 60 pixels', and 'turn right by 150 degrees', followed by 'turn right by 30 degrees'.

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### Code.org's Artist Tutorial

#### Level 7:

#### Level 8:

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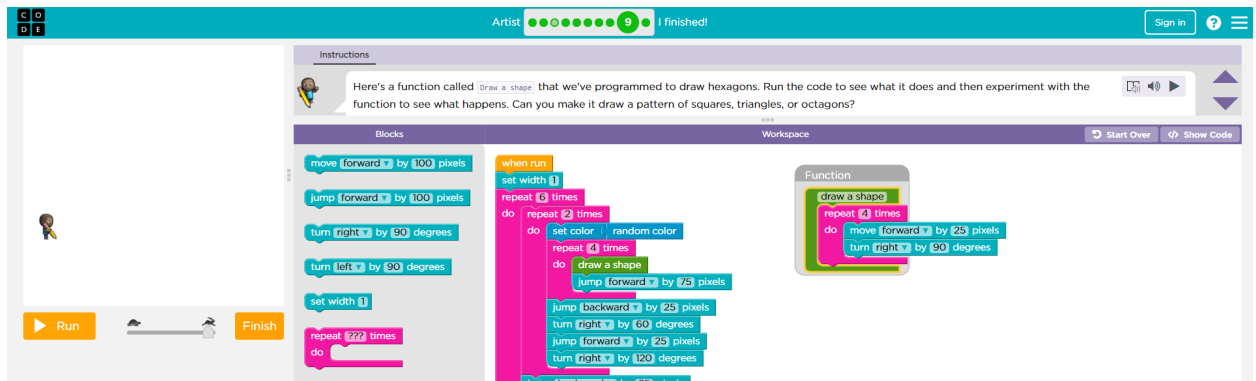
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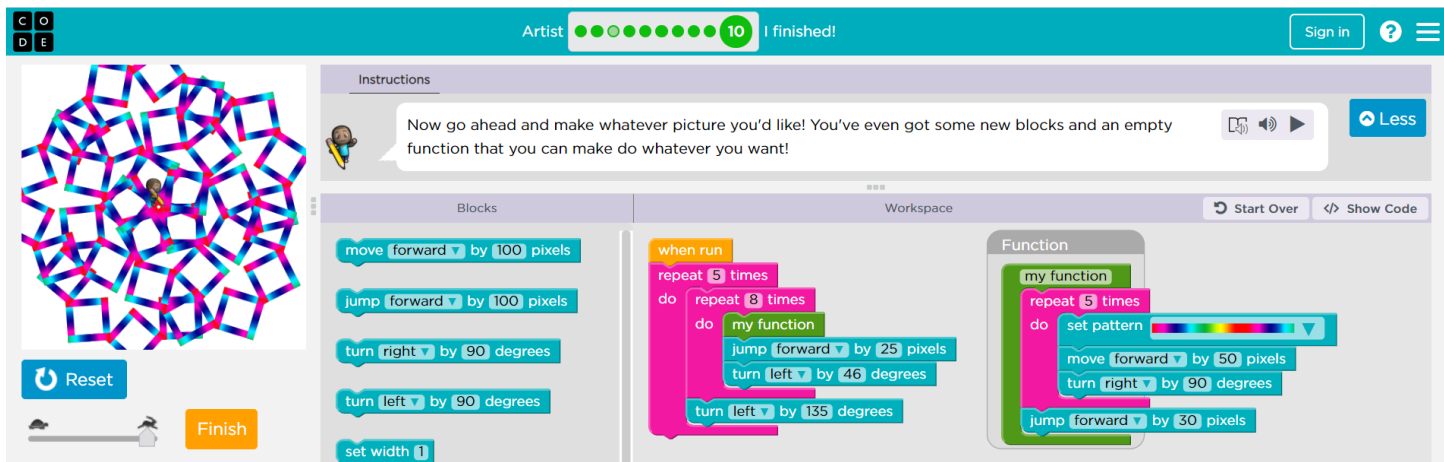
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### Code.org's Artist Tutorial Continued

#### Level 9:



#### (Our) Level 10:



(Our) Level 10 Sharing Link: <https://studio.code.org/c/1412354892>

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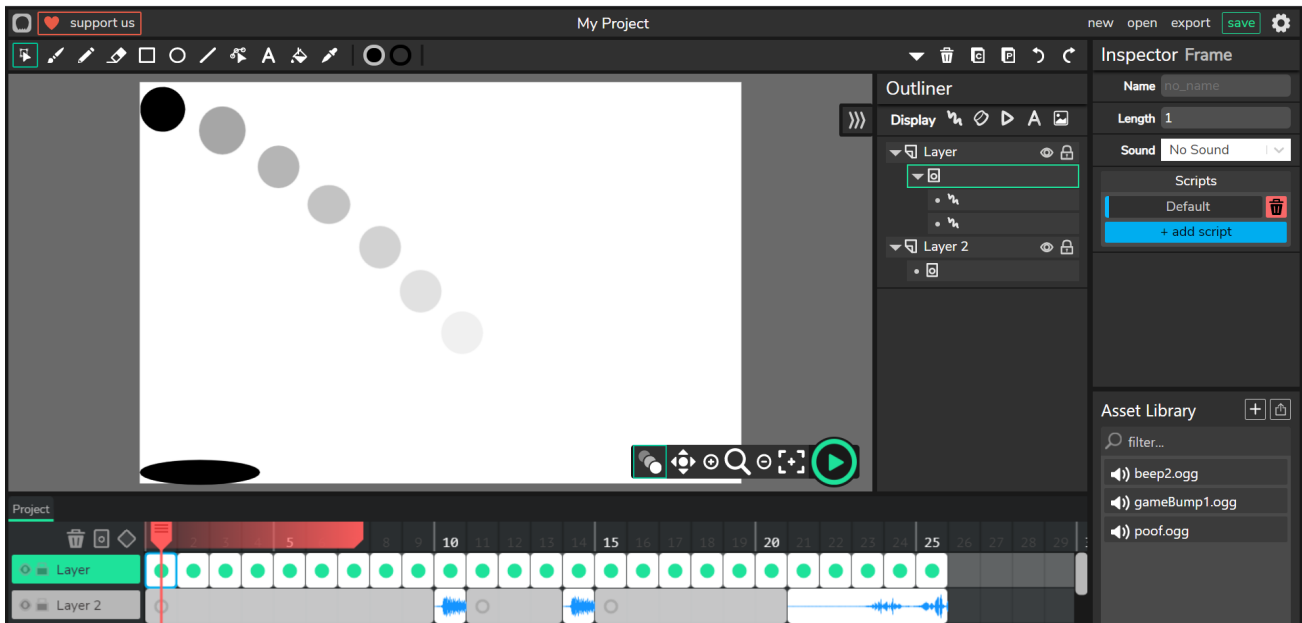
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### Wick Editor: Getting Started with Animation

Watch the video: <https://www.youtube.com/watch?v=pAsrXT8Klrl>

Follow along in the Editor: <https://www.wickeditor.com/editor/>

**\*\*Remember, you can pause or rewind the video at any time so that you can complete each step.**



Check out our final animation here: <https://hamiltoncodeclubs.com/wp-content/uploads/2021/07/Wick-Editor-Bounce.html>

Save your work as a .wick file, if you want to come back to edit your project later. You will need to “open” and then “upload” your save file.

You can send us the .wick file, OR export your work to a video (.mp\$4) file and attach it to your email.

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