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ODS AMAZING ART CORNER (CREATIVE ART)

A. OBJECTIVES

1. To improve ability to express oneself through art.
2. To improve creative thinking skills.
3. To improve artistic technical proficiency.
4. To increase appreciation for artistic expression.

B. METHODS

This program is designed to enable the user to explore the exciting world of artistic creation. The above objectives are

accomplished in two unique ways. First, the user can manipulate various settings and then let the computer create an artistic pattern. For example, at the bottom right corner of the screen are five slider bars. These slider bars affect the equations that dictate how the balls will move. The user will notice that by moving these slider bars, the balls will vary their types of paths. Yet this is no mere exercise in technical manipulation; because the program is designed to provide infinite possibilities, the user will never be able fully to control the balls with the slider bars, but rather will be able only to affect the balls. Thus the program enables the user to develop a unique combination of technical proficiency and creative thinking skills. The second way that

the objectives are accomplished is by allowing the user to create more controlled and advanced artwork by using the paintbrush. In this format, the user controls not only the tools and parameters, but also patterns that will appear on

the screen. The user thus is able to participate more directly in the joys and benefits of artistic creation.

C. TRACKING

The tracking function on ODS AMAZING ART CORNER lists the user's starting time, ending time, and the tools used during play. This data is stored in a text file which can be accessed by most word processing programs. Hint: For best results, change the font of your tracking output to a monospaced font such as "Courier."

The tracking function is automatically activated. You will be given the opportunity to access the tracking information when you exit the program. When you are finished using the program, click on the "EXIT" button. On the next screen that appears, you have three options: SAVE, PRINT, and EXIT. To save the tracking information, click the "SAVE" button; when the dialogue box appears, name the file and designate where you want to save it. To print the tracking information, click the "PRINT" button, and follow the directions of your operating system. To simply exit the program, click the "EXIT" button.

D. TEACHING SUGGESTIONS

Encourage the user to experiment with all of the various settings to discover the different art works that can be created. ODS AMAZING ART CORNER truly fosters creativity in every sense, from learning what the tools do to actually manipulating them to create new designs.

It is important to remember that a major goal of this program is to foster creativity and artistic expression. Thus we recommend not being too directive in your instructions to the user. Children who are too young to use the computer mouse may benefit from watching an adult use ODS AMAZING ART CORNER. Allowing them to suggest various colors and designs will engage them in the creative process.

For older children, it can be helpful to first allow them to experiment with the various tools for themselves. Next, some time can be spent showing them how they can better manipulate those tools. At this point, they are ready to create their own artwork. Because of the versatility of the

program, they will be able to create everything from pictures to designs to abstract patterns.

What follows is a helpful summary of the functions of the tools found in ODS AMAZING ART CORNER:

PAINT BRUSH:

Toggles between manual and automatic modes. (If there is a red "+" over the paint brush, it is in automatic mode.) In automatic mode, the computer does the painting, and the user can affect the painting styles by manipulating the other tools (see below). In manual mode (no red "+" over the paint brush), the user does the painting.

PLAY/PAUSE BUTTON:

Starts and stops the computer's painting when in automatic mode; in manual mode, activates and deactivates the paint brush. When painting is activated (play), the button will be represented as two vertical blue bars at the bottom left of the screen: press to "Pause." When painting is not activated (pause), the button will be represented as a small yellow triangle: press to "Play."

BUTTON WITH RED "X":

Resets the drawing area to black.

TOP ROW OF BALLS:

Changes the size of the balls used in painting. (The one on the far left causes the program to cycle from the smallest to the biggest sizes.)

BOTTOM ROW OF BALLS:

Changes the color of the balls used in painting.

NUMBERS (1,2,4):

Indicate how many balls will be used to paint at a given time.

SLIDER BARS:

Affect how the computer draws when in automatic mode.