

Name: \_\_\_\_\_ Date: \_\_\_\_\_ Rating Score: \_\_\_\_\_

## TITLE: MEDIA-BASED ART IN THE PHILIPPINES

### Activity #1: NAME THE ARTIST!

Direction: Identify the following Media Based Artists in the Philippines. Write the letter of your answer in the space provided.

\_\_\_\_\_1. He is the advertising and commercial photographer, with over 40 years of experience in this field and numerous local and international award for his work.

\_\_\_\_\_2. He is multi-awarded designer and creative director of hive, a design and manufacturing facility for designers of interior accessories and lighting.

\_\_\_\_\_3. She has been advocating the use of local weaving techniques and natural fibers.

\_\_\_\_\_4. The director of "Itim" 1983.

\_\_\_\_\_5. He is best known who public as judge of television series project Runway Philippines.

\_\_\_\_\_6. A Filipino Film director who has brought the country to cinema world's attention, a production designer for film, commercial, and music videos started directing film in 2005.

\_\_\_\_\_7. He is the Director of the films "Oro, Plata, Mata, 1983"

\_\_\_\_\_8. She captured the attention and respect of viewing public with powerful film such as Jose Rizal 1998.

\_\_\_\_\_9. He captured the photo entitled Into the Green Zone, also it was the Tapans First place winning image in the 2011 National Geographic.

\_\_\_\_\_10. He is recognized as the "Father of Filipino Comics."

### CHOICES:

- A. George Tapan
- B. Maryo J. Delos Reyes
- C. Tony Velasquez
- D. Mike De Leon
- E. Dita Sandico- Ong
- F. Rajo Laurel
- G. John K. Chua
- H. Kenneth Cabonpue
- I. Brillane Mendoxa
- J. Laurice Guillen
- K. Lino Brocka
- L. Ishmael Bernal
- M. Peque gallaga
- N. Marilou Diaz- Abaya
- O. Manny Librodo

Specific Week: 1 and 2

**Target Competencies:** identifies art elements in the various media-based arts in the Philippines; identifies representative artists as well as distinct characteristics of media-based arts and design in the Philippines. A10EL-IIIb-1-2

## ACTIVITY 1:

1. Define:

- A. Film Making \_\_\_\_\_
- B. Photography \_\_\_\_\_
- C. Print ads \_\_\_\_\_
- D. Comics \_\_\_\_\_
- E. Animation \_\_\_\_\_

2. Identify the following:

The Process of making film \_\_\_\_\_

The art of taking pictures \_\_\_\_\_

The art of making inanimate objects appear to move \_\_\_\_\_

Also known as paper publication \_\_\_\_\_

He is known for his work "Mga Kabalbalan ni Kenkoy" \_\_\_\_\_

## ACTIVITY 3

|  |   |
|--|---|
| 1 – 5 Process of Film making                                     | 1. _____<br>2. _____<br>3. _____<br>4. _____<br>5. _____  |
| 6 – 10 types of Films that are considered as form of art         | 6. _____<br>7. _____<br>8. _____<br>9. _____<br>10. _____ |
| 11-13 International award giving body recognizing film as an art | 11. _____<br>12. _____<br>13. _____                       |
| 14 – 17 recurring characters and themes in Philippine Comics     | 14. _____<br>15. _____<br>16. _____<br>17. _____          |
| 18 – 20 subject of industrial designs                            | 18. _____<br>19. _____<br>20. _____                       |

**Specific Week: 3 and 4**

**Target Competency:** . discusses the role or function of artworks by evaluating their utilization and combination of art elements and principles A10PL-IIIh-2 Uses artworks to derive the traditions/history of a community A10PL-IIIh-

**TITLE: Media-based arts and design in the Philippines (Print Media)****Activity #1: Bring back the good times.**

Materials: Mobile phone, Tablet, android and laptop

Procedure:

- Cut a photograph from your Facebook account. Write a story behind the given photograph
- Use the format in making newspaper
- Submit your work by uploading it in your group chat or google classroom.

|                              | BEGINNER | DEVELOPING | APPROACHING PROFICIENCY | PROFICIENT |
|------------------------------|----------|------------|-------------------------|------------|
| CRITERIA                     | 1        | 2          | 3                       | 4          |
| Creativity of Work (5 pts.)  |          |            |                         |            |
| Quality of Work (5 pts.)     |          |            |                         |            |
| Content of work (5 pts.)     |          |            |                         |            |
| Punctuality of Work (5 pts.) |          |            |                         |            |
| TOTAL (20 Points)            |          |            |                         |            |

**Activity #1: Pic me Apps.**

Direction: Identify the following Photograph. Write your answer on the space provided.

Darna

Dyesebel

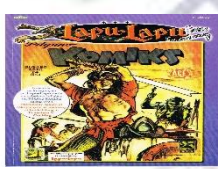
Capt. Barbel

Lapu-lapu

Lastikman



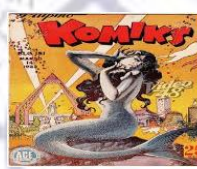
1. \_\_\_\_\_



2. \_\_\_\_\_



3. \_\_\_\_\_



4. \_\_\_\_\_



5. \_\_\_\_\_

**Activity 2: Check your Understanding:****DIRECTIONS:** Identify what is asked in each question. Write your answer in the space provided.

\_\_\_\_\_ 1. The most popular print media that highlights the artistic gift of Filipino

\_\_\_\_\_ 2. It is a form of comic magazine began in 1920s

\_\_\_\_\_ 3. It is a long running comic series created by Pol Medina Jr.

\_\_\_\_\_ 4. He is the father of Filipino comics.

\_\_\_\_\_ 5. One of the most popular female comic superhero in the Philippines.

**Specific Week: 5 and 6****Target Competency:** Creates artworks that can be assembled with local materials A10PR-IIIc-e-1. Explains the characteristics of media-based arts and design in the Philippines A10PR-IIIc-e-3

### “Online Portfolio Making”

- a collection of electronic evidence assembled and managed by a user, usually on the Web. Such electronic evidence may include input text, electronic files, images, multimedia, blog entries, and hyperlinks. E-portfolios are both demonstrations of the user's abilities and platforms for self-expression. One can regard an e-portfolio as a type of learning record that provides actual evidence of achievement.

#### **DIRECTIONS:**

1. Each student will make their own portfolio for this quarter particularly in ARTS 10.
2. Compiled all your artworks from first quarter to present. Input text, electronic files, images, multimedia, blog entries, and hyperlinks.
3. Using the different applications like Canva, google slides, filmora etc., create a beautiful and creative e-portfolio.
4. Rubrics are given as your guide in making your creative E-portfolio.
5. The finished e-portfolio will be saved though google drive and submit it to your Art teacher.

#### **E- Portfolio Rubrics**

| Category                                   | Exemplary (20 pts)  | Proficient (17 pts)   | Partially Proficient (13 pts)   | Incomplete (5 pts)   |
|--|---|---|---|--|
| <b>Selection of Artifacts</b>              | <input type="checkbox"/> All artifacts and work samples are clearly and directly related to the purpose of the e-portfolio.           | <input type="checkbox"/> Most artifacts and work samples are related to the purpose of the e-portfolio.             | <input type="checkbox"/> Few artifacts and work samples are related to the purpose of the e-portfolio.                      | <input type="checkbox"/> Most artifacts and work samples are unrelated to the purpose of the e-portfolio.  |
| <b>Use of Multimedia</b>                   | <input type="checkbox"/> The use of audio/video/graphics/ photographs is integrated seamlessly into several different artifacts.      | <input type="checkbox"/> The use of audio/video/graphics/ photographs is included and appropriate.                  | <input type="checkbox"/> The use of audio/video/graphics/ photographs is included but is used randomly and without purpose. | <input type="checkbox"/> No use of audio/video, or graphics. The photos and audio or video are distracting from the content of the portfolio.        |
| <b>Reflections</b>                         | <input type="checkbox"/> All reflections clearly describe why artifacts in the e-portfolio demonstrate achievement.                   | <input type="checkbox"/> Most of the reflections describe why artifacts in the e-portfolio demonstrate achievement. | <input type="checkbox"/> A few reflections describe why artifacts in the e-portfolio demonstrate achievement.               | <input type="checkbox"/> Reflections are missing, and those that are there do not describe why artifacts in the e-portfolio demonstrate achievement. |
| <b>Creativity and purpose of the Index</b> | <input type="checkbox"/> The index serves its purpose and shows creativity. The layout and design is attractive and well thought out. | <input type="checkbox"/> The index serves its purpose and shows some creativity                                     | <input type="checkbox"/> The index serves its purpose but lacks Style   | <input type="checkbox"/> The index does not serve its purpose and lacks style  |

#### **Specific Week – Week 7 & 8**

**Target Competency-** \* Applies different media techniques and processes to communicate ideas, experiences, and stories (the use of software to enhance/animate images like Flash, movie Maker, Dreamweaver, etc. (A10PR-IIIc-e-3)

\*Evaluates work of art in terms of artistic concepts and ideas using criteria appropriate for the style or form of media-based arts and design. (A10PR-IIIIf-4)

Answer Key week 1&2:

1. G
2. H
3. E
4. D

5. F
6. B
7. M
8. J
9. A
10. C

Answer Key week 3&4:

## ACTIVITY 1

- A. Film Making is the art of making film/ movie intended for commercial and entertainment.
- B. Photography is the art application, and practice of creating durable images by recording light.
- C. Print ads means advertisements that are printed to hard copy in publications like newspaper, magazines, journals.
- D. Comics a medium used to express ideas with images combined with text or other visual information.
- E. Animation are manipulated figures to make them moving images, they are also known as cartoons.

## ACTIVITY 2

1. Film making
2. Photography
3. Animation
4. Print Ads
5. Tony Velasquez

## ACTIVITY 3

|  |  |
|--|--|
| 1 – 5 Process of Filmmaking                                      | <ol style="list-style-type: none"> <li>1. Development</li> <li>2. Preproduction</li> <li>3. Production</li> <li>4. Post production</li> <li>5. Distribution and Marketing</li> </ol>     |
| 6 – 10 types of Films that are considered as form of art         | <ol style="list-style-type: none"> <li>6. Animation (a specific topic will discuss this later)</li> <li>7. Documentary</li> <li>8. Epic</li> <li>9. Comedy</li> <li>10. Movie</li> </ol> |
| 11-13 International award giving body recognizing film as an art | <ol style="list-style-type: none"> <li>11. Cannes Film Fest</li> <li>12. The Oscars</li> <li>13. Berlin International Film Festival</li> </ol>   |
| 14 – 17 recurring characters and themes in Philippine Comics     | <ol style="list-style-type: none"> <li>14. Heroes</li> <li>15. Mythology</li> <li>16. History</li> </ol>   |
| 18 – 20 subject of industrial designs                            | <ol style="list-style-type: none"> <li>17. Handicrafts</li> <li>18. Jewlery</li> <li>19. Vehicles</li> <li>20. appliances</li> </ol>   |

Answer Key week 5&6:

1. Lastik Man



2. Lapu-Lapu

3. Darna

4. Dyesebel

5. Capt. Barbel

1. Comics/komiks
2. Liwayway
3. Pugad Baboy
4. Tony Velasquez
5. Darna

