ART 15A: DIGITAL PAINTING I

Foothill College Course Outline of Record

Heading	Value
Effective Term:	Summer 2023
Units:	4
Hours:	3 lecture, 3 laboratory per week (72 total per quarter)
Advisory:	Familiarity with current interface operations for desktop computers, laptops, and digital tablets; not open to students with credit in ART 14C or 86.
Degree & Credit Status:	Degree-Applicable Credit Course
Foothill GE:	Non-GE
Transferable:	CSU/UC
Grade Type:	Letter Grade (Request for Pass/No Pass)
Repeatability:	Not Repeatable

Student Learning Outcomes

- A successful student will be able to create digital art using hardware, software and preliminary concept drawings.
- A successful student will be able to demonstrate basic digital painting methods using appropriate hardware and software.

Description

Basic instruction using computers, digital tablets, and software to produce digital paintings and images for artistic expression, design, and illustration.

Course Objectives

The student will be able to:

1. Demonstrate familiarity with interactive computers, digital tablets, and drawing and painting software
2. Demonstrate working knowledge of various computer drawing and painting operations
3. Demonstrate skill in creating and manipulating visual materials
4. Show awareness of interdisciplinary applications of drawing and computer painting software
5. Show understanding of artistic contributions made by people from diverse cultures and backgrounds in digital artwork
6. Show understanding of careers in digital art, illustration, and animation

Course Content

1. Lectures:
    a. History of computer art and graphics, specifically computer drawing and painting
    b. Relationship of digital drawing and painting to traditional painting methods
    c. Principles of visual communication in digital art
    d. Observation of contemporary examples of digital art, drawings, painting, and related products
2. Demonstrations:
    a. Interactive digital drawing and painting software programs
    b. Digital operations required for creating graphics, including file and disk management
3. Laboratory practice:
    a. Using computer paint software and computer operations to create digital artwork
    b. Developing, manipulating, and editing images in digital painting and drawing
    c. Completion of course assignments and requirements using digital painting using traditional and experimental methods

Lab Content

1. Using digital drawing and painting software and computer operations
2. Developing, manipulating, and editing images, drawing, painting in digital formats
3. Digital painting using software, tablets, computers
4. Creating preliminary conceptual sketches in preparation for digital drawing and painting
5. Completion of multiple drawing and painting assignments
6. Compilation of a digital portfolio inclusive of digital painting

Special Facilities and/or Equipment

1. Lecture/lab room with high-resolution color graphics terminals, plotter or ink-jet printers, current computer drawing and painting software, and hardware as required when taught on campus.
2. When taught via Foothill Global Access: on-going access to computer, digital tablets, and other interface methods with email software and capabilities; email address; JavaScript-enabled internet browsing software.

Method(s) of Evaluation

Methods of Evaluation may include but are not limited to the following:

Instructor's review and grading of assigned coursework
Class and lab participation

Method(s) of Instruction

Methods of Instruction may include but are not limited to the following:

Lectures related to history of digital art, forms, and function
Demonstrations of techniques and current methods used to create digital artwork
Slideshows will be used to present multiple aspects of digital artwork and digital artists
Group presentations of major projects followed by in-class discussion and evaluation

Representative Text(s) and Other Materials

3dtotal Publishing. Beginner's Guide to Digital Painting in Photoshop, 2nd ed.. 2020.

Types and/or Examples of Required Reading, Writing, and Outside of Class Assignments

1. Creating digital artwork, such as abstract art, drawing, portrait, still life, and scene painting, using digital painting software
2. Exploring digital painting software, using digital paintbrushes and application settings
3. Exploring traditional drawing techniques using digital painting software and drawing tablets, computers, or mobile devices
4. Practicing painting techniques with drawing tablets, computers, or mobile devices
5. Creating digital paintings with Adobe Photoshop and Corel Painter and mobile applications
6. Applying composition and design theory to digital painting
7. Reading textbook lessons on methods to create digital painting compositions

Discipline(s)

Art or Graphic Arts