ART 15B: DIGITAL PAINTING II

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.
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 intermediate levels of hardware, software combined with conceptual development sketches, research and written briefs
- A successful student will be able to demonstrate how to use intermediate levels of software and hardware to create digital art

Description

Intermediate 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. Intermediate use of interactive digital drawing and painting software programs
    b. Intermediate and complex digital operations required for creating graphics, including file and disk management
3. Laboratory practice:
    a. Using intermediate and complex computer paint software and computer operations to create digital artwork
    b. Developing, manipulating, and editing complex images in digital painting and drawing
    c. Completion of course assignments and requirements using digital painting with traditional and experimental methods

Lab Content

1. Using complex 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

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. Create multiple versions of digital artwork, such as abstract art, landscape painting, still life painting, expressionistic artwork, and illustrations, using drawing and painting software programs
2. Interface exploration through five specific painting assignments, using digital tools and techniques to learn how to cut, copy, paste, use layers, use multiple digital paintbrushes, and use digital papers and textures
3. Practice using new techniques with digital tablets, iPads, and computers in creating digital artwork using Adobe Photoshop and Corel Painter software
4. Exploration of traditional drawing and painting techniques, using digital tools, such as computers, to create no fewer than five examples of digital artwork
5. Reading related to careers in digital art and design
6. Appreciating digital art created by multi-cultural artists
7. Research digital art, illustration, and animation as part of the course web-based research
8. Reading textbook lessons on methods to create art using oil, watercolor, acrylic, and pastel digital painting methods

Discipline(s)

Art or Graphic Arts