ART 15D: DIGITAL ILLUSTRATION FOR FILM & ANIMATION

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)
Prerequisite:	ART 15A.
Advisory:	GID 37; 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 discuss and critique digital art using contemporary vocabulary and terminology specific to film and animation illustrations, combined with research and written briefs.
- A successful student will be able to demonstrate advanced digital painting methods and techniques specific to Illustration for film and animation using appropriate hardware and software.
- A successful student will be able to create conceptual digital art specific to illustration for film and animation visual storytelling and design using advanced levels of hardware, software combined with original conceptual development sketches, research, and written briefs based on existing live-action and feature animated films.

Description

Advanced instruction using computers, digital tablets, and software to produce digital illustrations, sketches, images, and drawings for artistic expression and design focused for live-action film and feature film animation media. Emphasis on skills and concepts related to human anatomy, gesture drawing, character design, and basic illustration, visual development, and composition principles.

Course Objectives

The student will be able to:

a. Create concept art that communicates the story content narrative of a live-action film or feature film animation
b. Demonstrate an awareness of basic principles of visual storytelling and scene composition
c. Effectively use digital painting and digital drawing tools to visually communicate ideas and information
d. Compare and contrast styles of contemporary electronic illustrators with illustrators using traditional media
e. Create hard copy prints for class critique and portfolio presentation
f. Recognize and appreciate the contributions made in this field by people from diverse cultures and backgrounds
g. Share through class discussions the cultural and personal strengths of their work

Course Content

a. Overview of illustration for film and animation
    i. History and development of film and animation styles (Lec)
    ii. Artistic contributions by individuals from diverse cultural backgrounds (Lec)
    iii. Narrative structure and visual communication (Lec)
    iv. Artistic styles using digital media (Lec)
    v. Use of tools and media (Lec)
b. Software demonstrations and techniques
    i. Vector graphics drawing software (Lab)
    ii. Bitmapped painting software (Lec)
    iii. Image editing software (Lec)
    iv. Technological contributions by individuals from diverse cultural backgrounds (Lec)
c. Hardware
    i. CPU, monitors, drawing tablets (Lec)
    ii. Scanners and digital cameras (Lec)
    iii. Printers and color management (Lec)
    iv. Principles of form and content
    v. Principles of composition (Lec)
    vi. Visual communication (Lec)
    vii. Creative problem-solving (Lec)
d. Image creation
    i. Subject matter, content, form (composition), context, and technique (Lab)
    ii. Research and planning (Lab)
    iii. Developing individual styles and interpretations (Lab)
    iv. Applying techniques, special effects, and short cuts (Lab)
    v. Exploring solutions for achieving visual awareness, mood, dramatic emphasis, and professional standards (Lab)
    vi. Exploring solutions for achieving visual story, pacing, narrative, and art direction (Lab)
        1. Visual development (Lab)
        2. Color scripting (Lab)
    vii. The business of digital illustration for film and animation job opportunities (Lec)
    viii. Reproduction and digital technology (Lec)
    ix. Rendering digital illustrations for film and animation
        1. Rendering of digital illustrations for film and animation (Lab)
        2. Rendering of digital illustrations for film and animation that employ emotional expression, clarity of ideas, and a definite point of view (Lab)
        3. Rendering of digital illustrations for film and animation that demonstrate facility with hand tools and rendering surfaces (Lab)
        4. Rendering of digital illustrations for film and animation that utilize contemporary style trends (Lab)

5. Rendering of digital illustrations for film and animation that show a sensitivity in response to themes, pop culture, and humanities of multi-cultural populations (Lab)

x. Ethics of electronic image making (Lec)
1. Image appropriation (Lec)
2. Copyright issues (Lec)

e. Critique and presentation
i. Presenting works of art for peer review (Lab)
1. Artwork preparation (Lab)
2. Best practices and portfolio presentations (Lab)
ii. Evaluation of content, context, form, and technique (Lab)

Lab Content

a. Using complex digital drawing and painting software and computer operations
b. Developing, manipulating, and editing images, drawing, painting in digital formats
c. Developing, revising, and editing original live-action film and feature film animation scripts
d. Digital painting using software, tablets, computers
e. Creating preliminary conceptual sketches in preparation for live-action film and feature film animation pre-production phase
f. Completion of multiple digital drawing and digital painting assignments
g. Compilation of a digital portfolio inclusive of digital drawing and digital painting assignments

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 course work
Evaluation of digital illustrations for film and animation produced.
Evaluation of each project is determined by how completely it fulfills the parameters and goals of the assignment
Participation in group discussions and critiques
Reading, research, and writing assignments

Method(s) of Instruction

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

Lecture
Discussion
Electronic discussions/chat
Laboratory
Demonstration

Representative Text(s) and Other Materials

Bacher, Hans. Dream Worlds: Production Design for Animation. 2013.

Although this text is older than the suggested "5 years or newer" standard, it remains a seminal text in this area of study.

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

a. Create multiple versions of digital artwork, such as color scripts, color keys, key frames, film and animation stills, expressionistic artwork, and illustrations, using drawing and painting software programs
b. Interface exploration through eight (8) 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
c. Practice using new technique with digital tablets, iPads, and computers in creating digital artwork using Adobe Photoshop, Adobe Illustrator, and Corel Painter software
d. Exploring traditional drawing and painting techniques using digital tools such as computers to create no less than eight (8) examples of digital artwork
e. Reading materials for careers in live-action film and feature film animation
f. Digital art in cultural contexts
g. Researching live-action film and feature film animation as part of the course web-based research
h. Reading textbook lessons on methods to create art using oil, watercolor, acrylic, and pastel digital painting methods

Discipline(s)

Art or Graphic Arts