

# GID 41: DIGITAL ART & GRAPHICS

## Foothill College Course Outline of Record

Heading	Value
Effective Term:	Summer 2022
Units:	4
Hours:	3 lecture, 3 laboratory per week (72 total per quarter)
Advisory:	Not open to students with credit in ART 14D, GID 74, or GRDS 56.
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 demonstrate foundation skills in producing computer generated images using software for painting, drawing, image processing, photo composites and typography
- A successful student will produce and present printed works for exhibition or portfolio.
- A successful student will demonstrate a working knowledge of computer software.
- A successful student will understand the importance of developing relevant and original images apart from style, decorative qualities and technical expertise.
- A successful student will critically evaluate, define and discuss his or her own projects and the projects of student peers.
- A successful student will recognize and appreciate the artistic contributions made by people from diverse cultures and backgrounds.

## Description

Introduction to using computers and software for painting, drawing, image processing, photo composites, typography and time-based works. Emphasis on image making and creative problem solving.

## Course Objectives

The student will be able to:

- apply the elements and principles of design in finished digital images and time-based works.
- produce digital images and time-based work through various digital media input and output methods using vector or raster-based software.
- demonstrate a working knowledge of computer software.
- understand the importance of developing relevant and original images apart from style, decorative qualities and technical expertise.
- critically evaluate, define and discuss their own projects and the projects of student peers.

- recognize and appreciate the artistic contributions made by people from diverse cultures and backgrounds.

## Course Content

- Hardware
  - CPU, monitors, drawing tablets (Lec)
  - Scanners and digital cameras (Lec)
  - Printers and color management (Lec)
- Software
  - Vector and raster software (Lec)
  - Vocational application (Lec)
  - Painting, drawing, image processing, image composites, typography (Lec)
- Painting
  - Painting software (Lab)
  - Painting techniques (Lab)
  - Printing (Lab)
- Drawing
  - Drawing software (Lab)
  - Drawing techniques (Lab)
  - Printing (Lab)
- Image processing
  - Image processing software (Lab)
  - Image processing techniques (Lab)
  - Printing (Lab)
- Photo composites
  - Photo composite software (Lab)
  - Photo composite techniques (Lab)
  - Printing (Lab)
- Typography
  - Typography software (Lab)
  - Typography techniques (Lab)
  - Printing (Lab)
- Time-based digital art
  - Time-based software (Lab)
  - Time-based concepts and techniques (Lab)
- Image creation
  - Subject matter, content, form (composition), context and technique (Lec)
  - Idea development and sketching (Lab)
  - Research and planning (Lab)
- Critique and presentation
  - Presenting ideas and works of art for peer review (Lab)
  - Presenting finished work for exhibition or portfolio (Lab)
  - Evaluation of content, context, form and technique (Lab)
- History
  - History of computer graphic and digital media (Lec)
  - Contributions by people from diverse cultures and backgrounds (Lec)

## Lab Content

Create art through various digital media input and output methods using vector or raster-based software, focusing on the conceptual development in project-based digital images and time-based works.

## Special Facilities and/or Equipment

1. Lecture room equipped with instructional computer; high resolution color monitor; projection system; scanner; print output device; software; and lighting and wall space suitable for displaying and critiquing hard copy output and projected images. An integrated or separate facility with student workstation configurations to include hard drives; color monitors; mice or electronic drawing tablets; keyboards; scanner; print output device; and software.
2. When taught via Foothill Global Access: ongoing access to computer 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:

Evaluation of artwork 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  
Oral presentations  
Laboratory  
Demonstration

## Representative Text(s) and Other Materials

John Wiley & Sons, Inc.. [Adobe Creative Cloud All-in-One For Dummies, 2nd ed.](#) 2018.

Burrough, Xtine. [Foundations of Digital Art and Design](#). 2014.

Although the Burrough 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. Reading assignments from textbook, handouts and internet links.
- b. Reading assignments from online software tutorials.
- c. Writing about art projects.
- d. Writing portfolio and artist's statement.

## Discipline(s)

Art or Graphic Arts or Photography