BUTTE COLLEGE
COURSE OUTLINE

I. CATALOG DESCRIPTION

MSP 30 - Introduction to Digital Art   **3 Unit(s)**

Prerequisite(s): NONE

Recommended Prep: Reading Level IV; English Level IV; Math Level III

Transfer Status: CSU/UC

34 hours Lecture

51 hours Lab

This course is an introduction to fundamental concepts, practices, and theories of digital art production. Topics include integration of traditional design, color, and compositional principles with contemporary digital tools. (C-ID ARTS 250).

II. OBJECTIVES

Upon successful completion of this course, the student will be able to:

A. Apply the elements and principles of design in finished digital images and time-based works.
B. Create a portfolio of work demonstrating formal, conceptual, and technical development.
C. Produce digital images and time-based work through various digital media input and output methods using vector or raster-based software.
D. Examine and describe contemporary approaches, language, aesthetics and emerging media in digital art.
E. Safely handle and maintain digital imaging hardware and materials
F. Evaluate and critique digital images and time-based works utilizing relevant terminology and concepts.

III. COURSE CONTENT

A. Unit Titles/Suggested Time Schedule

Lecture

Topics	Hours
1. Elements and principles of design as they relate to digital media	4.50
2. Concept development as it relates to digital and time-based art	4.50
3. The use of technology to create art through various digital media input and output methods	5.00
4. Principles and uses of vector and raster-based software in the creation of digital art	5.00
5. Characteristics of color in additive and subtractive color systems	5.00
6. History, contemporary trends, language, aesthetics and emerging media as they relate to digital art	5.00
7. Group and individual critiques of digital images utilizing relevant terminology and concepts	5.00
Total Hours	34.00

Lab

Topics	Hours
1. Create art through various digital media input and output methods using vector or raster-based software	17.00

2. Assignments focusing on the conceptual development in project-based digital images and time-based works	17.00
3. Group and individual critiques in oral and written formats	17.00
Total Hours	51.00

IV. **METHODS OF INSTRUCTION**
    A. Lecture
    B. Instructor Demonstrations
    C. Homework: Students are required to complete two hours of outside-of-class homework for each hour of lecture
    D. Discussion
    E. Critique

V. **METHODS OF EVALUATION**
    A. Quizzes
    B. Oral Presentation
    C. Projects
    D. Written Assignments
    E. Class Discussion

VI. **EXAMPLES OF ASSIGNMENTS**
    A. Reading Assignments
        1. Research and read about a digital photographer or designer specializing in photo manipulation. Be prepared to critique in class.
        2. Read a magazine article supplied by the instructor on specialized photo manipulation techniques. Demonstrate technique to class.
    B. Writing Assignments
        1. Research a photoshop professional and write a one page biography on this individual. Include artist's photographs in the biography.
        2. Write a one page paper to incorporate into a magazine layout. Include visual elements from the artist into the design.
    C. Out-of-Class Assignments
        1. Research a beginning photoshop tutorial. Demonstrate the technique to the class.
        2. Use the styrofoam letters supplied by the instructor to create a scene. Photograph this and share with class.

VII. **RECOMMENDED MATERIALS OF INSTRUCTION**
    Textbooks:
    A. Arntson, Amy. Digital Design Basics. 1 Edition. Wadsworth Publishing, 2005.
    B. London, Stone and Upton. A Short Course in Digital Photography. 1 Edition. Prentice Hall, 2009.

    Materials Other Than Textbooks:
    A. Handout Materials
    B. Reserve Library Books

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