AET 319 Intro to Digital Drawing AET 319
20609

iterative DIY creative processes

Spring 2019
DFA 4.126
M W 12:30-2:00

"Drawing as a Window to Another World"

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Office Hours: Mondays and Tuesdays : 11am-1215 pm in the Foundry,
                     or by appointment

I. Rationale:

This course explores various methods of digital drawing, painting, and collage in photoshop, taking creative ideas into a variety of completed digital artworks for use in a creative portfolio.
This course will integrate digital art and design practices with creative problem solving.
Explores distribution of art content on social media through an exploration, research, and building of personal artistic style and aesthetic.

   We will be in constant production and iteration on cumulative digital drawing projects, via the design of a 32-page comic book. There will be an ongoing discourse about digital art aesthetic, as well as distribution and entrepreneurial potential for artists looking to build essential skills for developing a career in digital art.

II. Course Aims and Objectives:
Aims
This course explores processes which take ideas from thought to tangible form in a digital space. This course empowers students to create anything that they can possibly think of via digital drawing approaches and techniques.

Specific Learning Objectives:
By the end of this course, students will:

- Creating digital Brushes from Scratch
- Create drawings that display a unique understanding to the parts and the whole of any design
- Use digital drawing tools to confidently create designs that include attention to core artistic principles used for desired effect
- Display in drawings a thorough understanding of line, detail, texture, space, color, gesture, time and atmosphere
- Explore digital art content creation through multiple approaches, such as collage, line drawing, speed painting, and character design
- Apply clear Aesthetic choices to drawings for creative expression

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- Understand the state of Digital Art Distribution through social media networks
- Creating a cohesive series of work, which includes progression as a core component
- Create a personal art blog to be used as both a portfolio and for class discussion and critique
- Explore the integration of physical and digital process via sketchbooking
- Design their own 32 Page Comic Book from scratch

III. Format and Procedures:

This course will meet twice a week. During the first meeting, there will be a lecture that will include demonstration along with discussion. On the second class meeting of the week, there will be group learning project with discussion. This may take the form of an in class activity, critique or other collaboration which should include feedback. Even on days where a project is not due, students should be prepared with ready to show project progress. The in-class projects will review and practice the material covered from the week's first class meeting. Active

participation in weekly in-class group projects and discussions will be a major component of the professionalism and participation component of student grades for the course that will comprise 20% of the final grade.

IV. **Tentative Course Schedule:** ***This syllabus represents my current plans and objectives. As we go through the semester, those plans may need to change to enhance the class learning opportunity. Such changes, communicated clearly, are not unusual and should be expected.*

Date	Main Topic(s)	Work to do at home to be completed <u>before</u> class	Evaluation
1/23	Course introduction	create blog and make first post of class work, get text book "Understanding Comics," by Scott McCleod	
1/28, 1/30	Intro to drawing tools in photoshop. Begin discussion of collaboration and digital content creation.	Finish Exquisite Corpse Drawing from Class.	
2/4,2/6	Making and drawing with Custom Brushes. Using symmetry and Gestalt	Make 50 custom brushes. Focus on abstraction	
2/11, 2/13	Digital Aesthetics and Social Media. Discussion of form and content.	HW focus: Line Weight and Line Variety Focus on perspective	
2/18, 2/20	Collage and Remix	HW Focus: texture	Presentation of work/ Portfolio Check 01.
2/25, 2/27	Speed Painting	Line of Action, Gesture, Exaggeration	
3/04, 3/06	Chiaroscuro… Additive/ Subtractive techniques.	Focus on Light and Dark, Heavy Contrast … Depth and Form	
3/11, 3/13	Post Impressionism, Pop Art, Comix. Posters.	Focus on minimal Color Palette designed for effect	Presentation of work/ Portfolio Check 02
3/18, 3/20	Spring Break	No Class	
3/25 3/27	MONSTERS and CREATURES	Character design	
4/01 4/03	Creating in Time: 2 Panel Drawings	Comic strip/ Meme Design	
4/08, 4/10	3 Panel Sequences	Focus on Narrative	Presentation of work/ Portfolio Check 03
4/15, 4/17	Introduction of Final Course Project Parameters		

4/22, 4/24	Share Final Project WIP with class, Get feedback	Continue work on Final Project.	
4/29, 5/01	Final Project strategies. Creating Deliverables	Finish Final Project.	
5/06, 5/08	Final Project Presentations/ Course Wrap-up	Finish final projects, be prepared to present and discuss work with class	Final Projects Due

Feedback Statement (to encourage students to respond to your requests for their feedback)
During this course I will be asking you to give me feedback on your learning in informal as well as formal ways, including through anonymous surveys about how my teaching strategies are helping or hindering your learning. It's very important for me to know your reaction to what we're doing in class, so I encourage you to respond to these surveys, ensuring that together we can create an environment effective for teaching and learning.

V. My Assumptions

It is my belief that with hard work and a little bit of patience, anyone can be good at digital art. The learning curve is slower for some than others, but do not be discouraged and you will get to where you want to be. With the projects we do in this course, I advise students to make something that they can get really excited about. Think about making short-term goals for your progress, and try to learn a new skill each day. The digital art process is very iterative, in that projects build upon one another, and many steps are repeated ad infinitum. With a firm plan in place, it will be easy to create a road map for success.

VI. Course Requirements:

1. Class attendance and participation policy:
   (a) Expected classroom behavior: take notes, ask many questions, and attend class for the entire duration. Make a solid effort on each project outside of class, so that you may have many questions to contribute to the discussion.
   (b) Cell phone use, including texting, is unallowable. Keep cell phones stored during the duration of class

   Religious Holy Days
   By UT Austin policy, you must notify me of your pending absence at least fourteen days prior to the date of observance of a religious holy day. If you must miss a class, an examination, a work assignment, or a project in order to observe a religious holy day, I will give you an opportunity to complete the missed work within a reasonable time after the absence.

2. Course Readings/Materials:

3. **(a)** Recommended Textbooks: *Understanding Comics*, by Scott McCloud. ISBN: 978-0060976255

   (a) Supplies needed: Laptop computer capable of running adobe Photoshop.

   (b) A sketchbook. Size variable. To be used to record ideas and begin digital art process.
   (c) Other supplies: Jump Drive for external storage and data backup. A mouse for your laptop, as the software will be much slower to draw without one.

   (d) URL for course website:

   Animationdrawl.tumblr.com

4. Assignments, Assessment, and Evaluation
   (a) Finished Assignments should be posted to canvas in the requested format before 9:00 AM on the Due Date
   (b) Late assignments will be lose 10 points for the first day late, 20 points if 2 days late, 40 points off if 3 days late, and so on, with point subtraction doubling for each day of lateness
   (c) Preliminary information on papers or projects, with due dates, shall be posted to canvas on the date of assignment

(d) Any changes in the syllabus, such as project due dates, will be announced in class as well as on canvas.

5. Use of *Canvas* in class

In this class I use *Canvas*—a Web-based course management system with password-protected access at http://canvas.utexas.edu —to distribute course materials, to communicate and collaborate online, to post grades, and to submit assignments. You can find support in using Canvas at the ITS Help Desk at 475-9400, Monday through Friday, 8 a.m. to 6 p.m., so plan accordingly.

VII. Grading Procedures: Grades will be based on:

Your final grade is comprised of the following:

Initial Comic Book Design Abstract: 10%

Custom Brush Collection 10%

Blog Maintenence: 10%

Portfolio Collection 01: 10%

Portfolio Collection 02:   10%

Portfolio Collection 03:   10%

Finished Class Collaborations: 10%

Final Project Deliverable: 10%

Final Presentation of Work with Artist Statement: 10%

Attendance: 10%

Letter Grade	Percentage	
A	93%-100%	

A-	90%-92%	
B+	87%-89%	
B	83%-86%	
B-	80%-82%	
C+	77%-79%	
C	73%-76%	
C-	70%-72%	
D+	67%-69%	
D	60%-66%	
F	0%-59%	

IX. Academic Integrity

University of Texas Honor Code
The core values of The University of Texas at Austin are learning, discovery, freedom, leadership, individual opportunity, and responsibility. Each member of the university is expected to uphold these values through integrity, honesty, trust, fairness, and respect toward peers and community.

X. Other University Notices and Policies

Use of E-mail for Official Correspondence to Students
- All students should become familiar with the University's official e-mail student notification policy. It is the student's responsibility to keep the University informed as to changes in his or her e-mail address. Students are expected to check e-mail on a frequent and regular basis in order to stay current with University-related communications, recognizing that certain communications may be time-critical. It is recommended that e-mail be checked daily, but at a minimum, twice per week. The complete text of this policy and instructions

for updating your e-mail address are available at **http://www.utexas.edu/its/help/utmail/1564** .

Documented Disability Statement

Any student with a documented disability who requires academic accommodations should contact Services for Students with Disabilities (SSD) at (512) 471-6259 (voice) or 1-866-329-3986 (video phone). Faculty are not required to provide accommodations without an official accommodation letter from SSD. *(Note to Faculty: Details of a student's disability are confidential. Faculty should not ask questions related to a student's condition or diagnosis when receiving an official accommodation letter.)*

- Please notify me as quickly as possible if the material being presented in class is not accessible (e.g., instructional videos need captioning, course packets are not readable for proper alternative text conversion, etc.).

- Please notify me as early in the semester as possible if disability-related accommodations for field trips are required. Advanced notice will permit the arrangement of accommodations on the given day (e.g., transportation, site accessibility, etc.).

- Contact Services for Students with Disabilities at 471-6259 (voice) or 1-866-329-3986 (video phone) or reference SSD's website for more disability-related information: http://www.utexas.edu/diversity/ddce/ssd/for_cstudents.php

Behavior Concerns Advice Line (BCAL)

If you are worried about someone who is acting differently, you may use the Behavior Concerns Advice Line to discuss by phone your concerns about another individual's behavior. This service is provided through a partnership among the Office of the Dean of Students, the Counseling and Mental Health Center (CMHC), the Employee Assistance Program (EAP), and The University of Texas Police Department (UTPD). Call 512-232-5050 or visit http://www.utexas.edu/safety/bcal.

Q drop Policy

The State of Texas has enacted a law that limits the number of course drops for academic reasons to six (6). As stated in Senate Bill 1231:

"Beginning with the fall 2007 academic term, an institution of higher education may not permit an undergraduate student a total of more than six dropped courses, including any course a transfer student has dropped at another institution of higher education, unless the student shows good cause for dropping more than that number."

Emergency Evacuation Policy

Occupants of buildings on the UT Austin campus are required to evacuate and assemble outside when a fire alarm is activated or an announcement is made. Please be aware of the following policies regarding evacuation:

- Familiarize yourself with all exit doors of the classroom and the building. Remember that the nearest exit door may not be the one you used when you entered the building.
- If you require assistance to evacuate, inform me in writing during the first week of class.
- In the event of an evacuation, follow my instructions or those of class instructors.

Do not re-enter a building unless you're given instructions by the Austin Fire Department, the UT Austin Police Department, or the Fire Prevention Services office.

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