Course Outline for GDDM 45A

DIGITAL PAINTING I

Effective: Spring 2019

I. CATALOG DESCRIPTION:
GDDM 45A — DIGITAL PAINTING I — 3.00 units

Students will be introduced to fundamental techniques of digital painting as well as hardware and software considerations. Students will create paintings from observation as well as from imagination. Course will focus on translating traditional painting principals into the digital realm.

1.50 Units Lecture 1.50 Units Lab

Strongly Recommended
GDDM 53 - Photoshop I
with a minimum grade of C

ARTS 2A - Introduction to Drawing
with a minimum grade of C

Grading Methods:
Letter or P/NP

Discipline:
  • Graphic Arts

Family: Graphic Design Digital Painting

	MIN
Lecture Hours:	27.00
Lab Hours:	81.00
Total Hours:	108.00

II. NUMBER OF TIMES COURSE MAY BE TAKEN FOR CREDIT: 1

III. PREREQUISITE AND/OR ADVISORY SKILLS:

Before entering this course, it is strongly recommended that the student should be able to:

A. GDDM53
1. Create new Photoshop documents and open existing Photoshop documents to edit or manipulate them, integrate elements from photographs and other Photoshop documents, using low intermediate masking techniques, into one another with some degree of expertise and believability.
2. Begin to understand pixel density as it pertains to image size and quality, and how this makes raster images different from images created in vector drawing programs.
B. ARTS2A
1. Accurately render three-dimensional objects on a two-dimensional surface from observation
2. Create drawings and demonstrate the basic principles of spatial illusion through the application of linear, atmospheric, and other perspective systems
3. Utilize a variety of lines and mark-making in drawing
4. Organize spaces and objects within a drawing according to basic principles of design and composition
5. Accurately describe forms and space through gradations of value
6. Develop expressive content through manipulation of line, form, value, and composition

IV. MEASURABLE OBJECTIVES:
Upon completion of this course, the student should be able to:

A. Use digital painting software and a stylus
B. Explain the dynamics of composition
C. Apply principles of color theory and practical color mixing.
D. Develop expressive content through manipulation of mark, color, value, and composition
E. Using digital painting as a medium to draw and paint form from observation and imagination

V. CONTENT:
A. Exploration of digital painting software and stylus.

B. Organization and application of the basic formal elements and principles of design as they relate to digital painting.
C. Observationally and theoretically based investigation of color theory, as it relates to painting practice.
D. Use and application of digital painting tools.
E. Development of expressive content through manipulation of mark, color, value, and composition.

VI. METHODS OF INSTRUCTION:
   A. Portfolios
   B. **Student Presentations** -
   C. **Classroom Activity** -
   D. **Critique** -
   E. **Projects** -
   F. **Demonstration** -

VII. TYPICAL ASSIGNMENTS:
   A. Create a still life in class and create a digital painting based on observation.
   B. Design an object from imagination and render it.
   C. Ceate an exterior or interior scene with architectural elements.
   D. Create a painting with custom brushes and textures to mimic traditional media.

VIII. EVALUATION:
   Methods/Frequency

   A. Oral Presentation
       Frequency: Per major project. Students will be assigned 4 major projects over the course of the semester.
   B. Projects
       Frequency: Students will be assigned 4 major projects over the course of the semester.
   C. Class Participation
       Frequency: Daily
   D. Class Work
       Frequency: Daily
   E. Home Work
       Frequency: Weekly.

IX. TYPICAL TEXTS:
   1. *Master the Art of Speed Painting: Digital Painting Techniques.* 1 ed., 3dtotal Publishing, 2016.
   2. *Beginner's Guide to Digital Painting in Photoshop: Characters.* 1 ed., 3dtotal Publishing, 2014.
   3. *Imaginative Realism: How to Paint What Doesn't Exist.* 1 ed., Andrews McMeel, 2009.
   4. *Stan Lee's Master Class: Lessons in Drawing, World-Building, Storytelling, Manga, and Digital Comics.* 1 ed., Watson-Guptill, 2017.
   5. *Color and Light: A Guide for the Realist Painter.* 1 ed., Andrews McMeel, 2010.
   6. *Digital Painting Fundamentals with Corel Painter X3.* 1 ed., Cengage Learning PTR, 2013.

X. OTHER MATERIALS REQUIRED OF STUDENTS: