Course Outline for GDDM 45B

DIGITAL PAINTING II

Effective: Spring 2020

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

 Students will build upon the fundamental techniques of digital painting. Students will create paintings from references as well as from imagination, paying close attention to lighting and color. Course will focus on development of style for commercial illustration.

 1.50 Units Lecture 1.50 Units Lab

 Prerequisite
 GDDM 45A - Digital Painting I
 with a minimum grade of C

 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 the course a student should be able to:

 A. GDDM45A
  1. Use digital painting software and a stylus
  2. Explain the dynamics of composition
  3. Apply principles of color theory and practical color mixing.
  4. Develop expressive content through manipulation of mark, color, value, and composition
  5. Using digital painting as a medium to draw and paint form from observation and imagination

 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.
  3. Organize Layers Panel for proper workflow and to create desired visual effects using Groups, Clipping Masks, Layer Masks, Filters, Art Boards, and Blend Modes.
 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
7. Evaluate and critique class projects using relevant terminology in oral or written formats
8. Examine and describe historical and contemporary developments, trends, materials, and aproaches in drawing

IV. MEASURABLE OBJECTIVES:
Upon completion of this course, the student should be able to:
A. Create images that effectively apply rules of creating a dynamic composition.
B. Apply principles of color theory and practical color mixing, accurately depict the effects of color temperture on local colors; effects of atmospheric perspecitve, and effects of light and shadow.
C. Draw and paint form from reference and imagination, using digital painting as a medium.
D. Create digital paintings that effectively communicate elements of story and visual story telling in the image.

V. CONTENT:
A. Use digital painting software for making different expressive marks and explore the development of personal style.
B. Create illustrations for both commercial and fine art purposes, with a focus on output intent.
C. Accurately render color and light as it related to painting, paying attention to:
1. Local color
2. Color temperature and its effects on lights and shadows.
D. Development of expressive content through manipulation of:
1. Mark
2. Color
3. Value
4. Composition.

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

VII. TYPICAL ASSIGNMENTS:
A. Create an illustration for commercial purpose. For example, editorial illustration, children's book illustration, book cover.
B. Create a painting based on photographic reference and observed color.
C. Create a painting with human figures and visual elements of story.
D. Complete painting exercises workng with observed color, imagined color, texture, and effect of light.

VIII. EVALUATION:
Methods/Frequency

A. Oral Presentation
Upon completion of project
B. Projects
3-4 major projects per quarter
C. Class Participation
Daily
D. Class Work
Daily
E. Home Work
As needed.
F. Lab Activities
Daily

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. Gurney, James. *Imaginative Realism: How to Paint What Doesn't Exist.* 1 ed., Andrews McMeel, 2009.
4. Lee, Stan. *Stan Lee's Master Class: Lessons in Drawing, World-Building, Storytelling, Manga, and Digital Comics.* 1 ed., Watson-Guptill, 2017.
5. Gurney, James. *Color and Light: A Guide for the Realist Painter.* 1 ed., Andrews McMeel, 2010.
6. Grossman Draws, Rhoda. *Digital Painting Fundamentals with Corel Painter X3.* 1 ed., Cengage Learning PTR, 2013.

X. OTHER MATERIALS REQUIRED OF STUDENTS: