

Las Positas College
3000 Campus Hill Drive
Livermore, CA 94551-7650
(925) 424-1000
(925) 443-0742 (Fax)

Course Outline for GDDM 45B

DIGITAL PAINTING II

Effective: Spring 2018

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

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

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

Strongly Recommended

GDDM 53 - Photoshop I
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. 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

B. GDDM45A

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. Use various Photoshop tools and techniques as required by the projects, including: low-intermediate level masking and blending, typographic manipulation and distortion, creation of simple Brushes, Patterns, and Gradients.
4. Analyze a project to determine possible technical strategies in terms of Photoshop tools and techniques for image creation;

5. Organize Layers Panel for proper workflow and to create desired visual effects using Groups, Clipping Masks, Layer Masks, Filters, Art Boards, and Blend Modes.

IV. MEASURABLE OBJECTIVES:

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

- A. Show understanding of the dynamics of composition.
- B. Apply principles of color theory and practical color mixing, accurately depict the effects of color temperature on local colors; effects of atmospheric perspective, 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 layout for animation with architectural elements and camera angles..
- C. Create a painting with human figures and visual elements of story.

VIII. EVALUATION:

A. **Methods**

1. Oral Presentation
2. Projects
3. Class Participation
4. Class Work
5. Home Work
6. Lab Activities

B. **Frequency**

1. Oral Presentation - Students present their major projects (3-4 per semester)
2. Projects - 3-4 Major projects per semester
3. Class participation - weekly
4. Class work - weekly
5. Homework - per discretion of instructor
6. Lab activities - 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-Guption, 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: