

# ART A135: DIGITAL PAINTING

Item	Value
Curriculum Committee Approval Date	12/08/2021
Top Code	101300 - Commercial Art
Units	3 Total Units
Hours	108 Total Hours (Lecture Hours 27; Lab Hours 81)
Total Outside of Class Hours	0
Course Credit Status	Credit: Degree Applicable (D)
Material Fee	No
Basic Skills	Not Basic Skills (N)
Repeatable	No
Grading Policy	Standard Letter (S), • Pass/No Pass (B)

## Course Description

An introduction to digital painting focusing on techniques for creating digital artwork for the entertainment industry. Students will also be introduced to industry standard digital painting hardware and software commonly used within entertainment and other commercial art industries. PREREQUISITE: ART A110; ART A120 or ART A120H. Transfer Credit: CSU.

## Course Level Student Learning Outcome(s)

1. Interpret application methods from instructor demos, and strategies for creating, manipulating, and re-touching digital imagery.
2. Demonstrate knowledge of industry techniques displayed during lecture, video demonstrations, and course textbooks projects.
3. Demonstrate the ability to augment basic problem-solving skills with the acquisition of refined techniques and digital applications.

## Course Objectives

- 1. Use computer-based tools/ applications/technologies to create, manipulate, and re-touch digital imagery.
- 2. Familiarize and develop competency with stylus-based input devices.
- 3. Analyze, differentiate, and operate the controls of selected digital graphics software applications.
- 4. Develop an effective methodology for working with multi-layered painting files.
- 5. Create effective digital images by using the concepts of design, such as: color, line, form, shape, pattern, contrast, value and composition.
- 6. Evaluate and prepare digital files for use in various types of output such as print, conceptual, animation, web, and video output.

## Lecture Content

Overview of Digital Painting Description Software available Machine requirements Usage of digital drawing tablet Usage of digital drawing monitors Adjustment settings within computer control panels Pen pressure sensitivity Different stylus pens What types of jobs are available to digital artists. Standards compared to professional industry level.

Job Descriptions Job requirements What software is used to create digital art. Software overview Opening/Saving Menu Format Tool Properties Color Picker Navigator Layers Tools Keyboard shortcuts for getting around Mouse operation and controls settings Zoom Pan Hide the Interface Brushes Erasers Selection The Photoshop Workspace Creating a new image Image size Image resolution Canvas adjustment Resolution vs pixel size Window creation Minimizing Optional Saving Formats Toolbox Preset options Menu bar options overview File Options Edit Options Image Options Layer Options Select Options Filter Analysis Options 3d Options Window Options Help Options Photoshop tutorials Photoshop learning center Photoshop YouTube demos Printing Options Page set-up options Connecting to a printer Setting print size options Horizontal Vertical Paper option Resolution options Document print color adjustment< / Resizing an image Scale to fit media Printer settings Paper options Color output options Using layers Opening an image inside Photoshop Importing images into Photoshop Lock options Layer order Layer basics Layer groups Opacity settings Blending multiply layers Developing temporary layers Merging layers Negative use of multiple layers Adjusting layers Effects of multiply layer options box selection and functions Toolbox selection and functions Move tool Rectangular marquee Rectangular marquee change options Polygon lasso Lasso Tool Magnetic lasso tool Quick selection tool Crop Tool Magic wand Crop Tool Eyedropper tool Color sample tool Spot Healing brush tool Healing brush tool Patch tool Brush tool Color mixer tool Clone stamp tool History brush Eraser tool Photomontage Application Selecting images from online photo sources Using selection tool Magic wand tool-Quick selection tool Using the pen tool Using layer masks Lasso tool selection Positive selection of pixels Negative selection of pixels Transferring images from one document to another Using the dodge tool Applying color balance adjustments Applying hue and saturation adjustments Editing photos with Content aware Editing photos with Puppet Warp Editing photos with the transformation tool Establishing the narrative Blending photos Preparation for print

## Lab Content

Using Photoshop brushes for painting Brush options/Loading Brushes Saving brushes Replacing brushes Appending brushes Downloading new brushes Importing brushes Resetting brushes Using brush presets Modifying brushes for painting Application of brush techniques into still life exercise Establishing proper layer set up Introductory painting techniques encompassing different styles Working in tonal values with line art import Developing a tonal range Tonal values evaluation Tones of day Tones of night Expressing the narrative Establishing the mood Methods of working Creating a paint overlay Dark to light application of values Application of tonal values to shape Creating fully visual forms with 3 shades of tone Beginning Texture creation Developing textures with multiple layers Developing textures with multiple brushes Developing textures with layer effects Developing textures with special FX options Using the Filter options for image adjustment Blending textures together Merging layers Atmospheric Perspective Framing Rules of perspective Rules of values Angle of view Perception of depth Establishing foreground, middle ground, and background Perspective lines Application of perspective, and values to create tonal Thumbnails Establishing silhouette shapes Direction of light Establishing primary read Establishing secondary read Light source direction Shadows Highlights Values Finishing image

## Method(s) of Instruction

- Lecture (02)
- Lab (04)

## Instructional Techniques

Demonstration Observation Individualized instruction Student presentations Supervise student use of equipment Show instructional videos Lecture Discussion Feedback/evaluation of skills practice

## Reading Assignments

Students will read on average 1-2 hours per week from assigned text and online resources.

## Out-of-class Assignments

Students will complete all painting assignments outside of class and are expected to spend 1-2 hours per week on out-of-class assignments. Students will have access to the OCC Art/DMAD digital lab during their scheduled lab time and during open/arranged lab times.

## Demonstration of Critical Thinking

Discriminate between visual treatments suited for digital graphics. Appraise the visual effects of each software feature, devising ways to incorporate them into a personal stylistic repertoire. Analyze instructor demos, and apply techniques towards completing assignment guidelines.

## Required Writing, Problem Solving, Skills Demonstration

Reading and research assignments are given throughout the class that reinforce important concepts. Through the process of completing course assignments, problem-solving skills and technical skills are put into practice.

## Eligible Disciplines

Art: Masters degree in fine arts, art, or art history OR bachelors degree in any of the above AND masters degree in humanities OR the equivalent.

Note: "masters degree in fine arts" as used here refers to any masters degree in the subject matter of fine arts, which is defined to include visual studio arts such as drawing, painting, sculpture, printmaking, ceramics, textiles, and metal and jewelry art; and also, art education and art therapy. It does not refer to the "Master of Fine Arts" (MFA) degree when that degree is based on specialization in performing arts or dance, film, video, photography, creative writing, or other non-plastic arts. Masters degree required.

## Textbooks Resources

1. Required Nikolai, Aleksander, Richard Tilbury and 3DTotal Team. Beginners Guide to Digital Painting in Photoshop Volume 1, 1st ed. Worcestershire: 3D Total, 2012 Rationale: This book offers up a wealth of suggestions and advice to get students started, improve workflows, perfect techniques, and produce stunning images.