GROSSMONT COLLEGE

 Official Course Outline

ART 171 – INTRODUCTION TO DIGITAL ART

 1. Course Number Course Title Semester Units Semester Hours

 ART 171 Introduction to 3 2 hours lecture: 32-36 hours

 Digital Art 4 hours lab: 64-72 hours

 64-72 outside-of-class hours

 for lecture

 160-180 total hours

2. Course Prerequisites

 None

 Corequisite

 None

 Recommended Preparation

 None

 3. Catalog Description

 Introductory studio course into the fundamental theories, concepts and practices of digital art production.  The course provides for an in-depth study and experimentation in various digital visualization theories and processes~~,~~ used in the visual arts. Topics include integration of traditional design, color, and compositional principles with contemporary digital tools and emerging technologies. Lectures, demonstration, and practice with digital technology as artistic tools in a variety of mediums, including digital illustration and painting, digital photography and image manipulation, typography and page layout, digital animation and/or time-based media.

 4. Course Objectives

 The student will:

a. Apply the elements and principles of design in finished digital images and time-based works.

1. Create a portfolio of work demonstrating formal, conceptual, and technical development.
2. Produce digital images and time-based work through various digital media input and output methods using vector or raster-based software.
3. Examine and describe contemporary approaches, language, aesthetics and emerging media in digital art.
4. Safely handle and maintain digital imaging hardware and materials.
5. Evaluate and critique digital images and time-based works utilizing relevant terminology and concepts.

 5. Instructional Facilities

 a. Lecture room suitable for LCD projection from standard computer video output.

1. Computer laboratory, with one color workstation for each student, with adequate RAM and disk storage to support up-to-date draw, paint, page layout, animation, and image manipulation software. Also required are basic digital cameras, film and flatbed scanners, high-density removable storage media, color and monochrome printers.
2. Access to studio space suitable for work on digital output with traditional art media including the preparation of mats and frames.

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6. Special Materials Required of Student

 Removable storage media such as USB drive.

7. Course Content

1. Elements and principles of design as they relate to digital media.
2. Concept development as it relates to digital and time-based art.
3. The use of technology to create art through various digital media input and output methods.
4. Principles and uses of vector and raster-based software in the creation of digital art.
5. Characteristics of color in additive and subtractive color systems.
6. History, contemporary trends, language, aesthetics and emerging media as they relate to digital art.
7. Group and individual critiques of digital images utilizing relevant terminology and concepts.

 8. Method of Instruction

a. Lectures.

b. Computer-generated presentations by the instructor.

c. Viewing and discussion of class projects.

d. Production of class publications on current computer-generated art trends by the instructor.

e. Laboratory demonstration and activity.

 9. Methods of Evaluating Student Performance

 a. Group and individual critiques of class project in oral and/or written formats

 b. Evaluation of digital laboratory projects which may include color theory, painting, graphic design, photomontage, storyboard, animation, and outside-of-class assignments.

 c. Written assignments, which may include quizzes, essays, exams, or reports on pertinent course content.

 d. Final portfolio review. Example: USB drive with all completed course projects as well as physical portfolio of printed digital arts examples.

10. Outside Class Assignments

 a. Individual research for laboratory projects. Example: find ten contemporary digital artists online and make ten thumbnail sketches inspired by their design aesthetics as starting points for your design.

 b. Preparation of short written proposals and reports. Example: Write three paragraphs describing the subject, form, and content for the final project proposal.

 c. Individual identification and evaluation of local exhibition, research and artist resources. Example: Research current, local art exhibitions featuring digital art and write a comprehensive evaluation of the exhibit.

11. Texts

 a. Required Text(s):

 Arntson, Amy. *Digital Design Basics*, 6th edition. Boston, MA: Cengage, 2012.

 b. Supplementary texts and workbooks:

 Paul, Christiane. *Digital Art: World of Art,* 3rd edition. New York, NY: Thames and Hudson, 2015.

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 Addendum: Student Learning Outcomes

Upon completion of this course, our students will be able to do the following:

1. Turn on computer, select and launch software, open a file, manipulate a vector or raster graphic, save file to hard drive.
2. Select correct software and tools for problem solving and assignment objectives.
3. List the specific technical skills needed to produce and manipulate images, as well as communicate ideas and emotions, through an understanding of the visual elements of art.
4. Write an essay using the vocabulary of the elements and principles of design to describe artwork.
5. Produce art work that demonstrates the ability to problem solve and think critically.

Date approved by the Governing Board: May 21, 2019