Current Title: Digital Sketchbook

College of Origin: BR BTC LV X MW PV X

Prepared by: Jim Smith Mary Beth Moley DeAnna Skedel

Date 07 – 09 - 2012

Rationale for Course Change: The name change is to distinguish the fact that course is a advanced problem solving course exploring digital art in

Completing the Applicable Change

Current Catalog No. & Title of Course: Art 105 Digital Sketchbook

Proposed Catalog No. & Title Change: Art 105 Digital Art Foundations

Current Credit Hr. 3 Lecture Hr. 1 Laboratory Hr. 5 Clinical/Intern. Hr. Clock Hr.

Proposed Credit Hr. 3 Lecture Hr. 1 Laboratory Hr. 5 Clinical/Intern. Hr. Clock Hr.

Current Prerequisites: None

Proposed Prerequisites: None

Current Catalog Description:
This is an introductory course to the digital environment where students will develop their artistic ability, aptitude, and personal aesthetics using digital media to create fine art and electronic imagery. Students will learn how to utilize a variety of computer hardware and input devices as well as preeminent photo editing, drawing, painting, and asset management software to create electronic and studio art imagery. Students will explore the integration of both raster and vector techniques and will learn how to utilize them along with more traditional art techniques. Students will also learn the practices of professional presentation of their work to the public. This class is not a requirement for the A.A.S. degree in Graphic Design.

Proposed Catalog Description:
This is an introductory course to the digital environment where students will develop their artistic ability, aptitude and personal aesthetics using digital media to create fine art and electronic imagery. Students will utilize vector, raster and presentation processes with the design elements and principles to establish visual literacy. Keyboarding skills are highly recommended. This class does not meet the requirement for the A.A.S. degree in Graphic Design.

Attach Course Information Form, Course Outline Form
This is an introductory course to the digital environment where students will develop their artistic ability, aptitude and personal aesthetic using digital media to create fine art and electronic imagery. Students will utilize vector, raster and presentation processes with the design elements and principles to establish visual literacy. Keyboarding skills are highly recommended. This class does not meet the requirement for the A.A.S. degree in Graphic Design.

PREREQUISITES
None

EXPECTED STUDENT OUTCOMES IN THE COURSE
Upon completion of this course, the student will be able to:

1. Define the basic terminology and jargon relative to the medium
   \textit{GEN.ED.OUTCOMES Addressed:} \textit{Comm-A,B,C; CrTh-A; LLL-A,C}

2. Demonstrate an ability to use hardware associated with the digital environment
   \textit{GEN.ED.OUTCOMES Addressed:} \textit{Comm-A,B,C; CrTh-A,B; LLL-A,C}

3. Demonstrate proficiency with advanced photo editing, drawing, painting and asset management software to create digital art and electronic imagery
   \textit{GEN.ED.OUTCOMES Addressed:} \textit{Comm-A,B,C; CrTh-A,B; LLL-A,C}

4. Critique the creative and technical properties of digital art and electronic imagery
   \textit{GEN.ED.OUTCOMES Addressed:} \textit{Comm-A; CrTh-A,B; LLL-A,C; HU-A,C,D}
CLASS-LEVEL ASSESSMENT MEASURES

Student accomplishment of expected student outcomes would be assessed using the following measures. (Identify which measures are used to assess which outcomes.)

1. Quizzes and Examinations 1,2,3,4
2. Class Participation 1,2,3,4
3. Class Projects 1,2,3,4
4. Portfolio Review 1,2,3,4

PROGRAM-LEVEL OUTCOMES ADDRESSED

General Education Outcomes
Specify which general education outcomes, if any, are substantially addressed by the course by completing the “Course/Program Assessment Matrix” to show the relationship between course and program outcomes and assessment measures.

Occupational Program Outcomes
Specify which occupational program outcomes, if any, are substantially addressed by the course by completing the “Course/Program Assessment Matrix” to show the relationship between course and program outcomes to assessment measures.
Individual instructors may order this outline as fits the needs of their individual courses. In addition, they may place more emphasis on some areas than on others. What is assured is that this particular list is covered in the course. Other topics may be added to a course as the instructor sees fit, and as time and interest allow. An *asterisk can be used to mark an item as optional.

I. Introduction to Digital Media
   A. Analysis of the Digital Art Media
   B. History
   C. Terminology
   D. Copyright
   E. The Future of the Digital Art Media

II. Components of Art
   A. Content
   B. Form
   C. Subject

III. Visual Elements
   A. Line
   B. Shape
   C. Form
   D. Texture
   E. Color
   F. Rhythm
   G. Balance
   H. Proportion
   I. Dominance
   J. Unity

IV. Hardware
   A. CPU
   B. Hard Drive
   C. RAM
   D. Monitor
   E. Input Devices
      1. Mouse
      2. Tablet
      3. Scanner
      4. Camera
   F. Output Devices
   G. Storage Devices and Media

V. Software
   A. Operating System Software
      (At least one of the major operating systems must be covered by the instructor)
      1. Macintosh *
         a. The Operating System Desktop
         b. Navigating the Operating System
         c. Opening an Application
         d. Creating a Folder
         e. Copying and Moving Files and Folders
         f. Deleting a Folder or File
         g. Macintosh vs. Windows
      2. Windows *
         a. The Operating System Desktop

12/16/08
b. Navigating the Operating System
c. Opening an Application
d. Creating a Folder
e. Copying and Moving Files and Folders
f. Deleting a Folder or File
g. Windows vs. Macintosh

B. Vector Software, Drawing
1. Tools/Technique/Process
   a. Creating and Saving a Document
   b. Layers
   c. Drawing Tools
d. Color Gamuts, Modes, Swatches, and Gradients
   e. Object Modify and Transform Tools
   f. Filters and Effects
g. Importing and Exporting

2. Vector File Formats
3. Analog-to-Digital
4. Digital-to-Analog
5. Digital-to-Digital
6. Vector-to-Raster
7. Raster-to-Vector

8. Integration of Vector and Raster Techniques
9. Integration of Digital and Traditional Art Techniques
10. Product
    a. Print Image Output
    b. Photo Lab Output
c. Electronic Imaging Output

C. Raster Software, Photo Editing, and Painting
1. Tools/Technique/Process
   a. Creating and Saving a Document
   b. Layers
   c. Paint Tools
d. Color Gamuts, Modes, Swatches, and Gradients
   e. Modify, Transform, and Translate Tools
   f. Selection Tools
g. Brushes
   h. Filters
   i. Adjustment Tools
   j. Masking
   k. Image Resolution
   l. Scanning
   m. Importing and Exporting

2. Raster File Formats
3. Analog-to-Digital
4. Digital-to-Analog
5. Digital-to-Digital
6. Raster-to-Vector
7. Vector-to-Raster

8. Integration of Vector and Raster Techniques
9. Integration of Digital and Traditional Art Techniques
10. Product
    a. Print Image Output
    b. Photo Lab Output
c. Electronic Imaging Output

VI. Portfolio and Presentation
A. Traditional Presentations
B. Digital Presentations
C. Archive and Storage