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ART (ART) 1800 Introduction to Digital Art (3 Units) CSU
[formerly Art 30B]

Advisory: Successful completion of Art 1600 or 1620 strongly recommended

Total Hours: 32 hours lecture; 64 hours lab (96 hours total)

Catalog Description: This course is an introduction to the basic principles and techniques related to digital art. Students will learn how to utilize concept design, color, composition, and typography to create esthetically pleasing graphics, illustrations and time-based art. Students may opt to receive credit in either Art 1800 or Computer Science 1800, not both. C-ID: ARTS 250

Type of Class/Course: Degree Credit

Text: Wood, Brian. *Adobe Illustrator CC 2017*. Adobe Press. 2016.

Wheeler, Susan G. and Gary S. Wheeler. *The Visual Design Primer*. Upper Saddle River: Pearson, 2002. Print.

Additional Required Materials: Microcomputer workstations, flash drive or USB portable hard drive, laser jet color printer, various art materials as needed.

Course Objectives:

By the end of the course, a successful student will be able to:

1. Comprehend design principles and create various forms of digital art,
2. Improve concept design skills relating to digital mediums and time-based art,
3. Produce digital content utilizing various tools and input methods,
4. Understand differences between vector and rasterized digital art,
5. Utilize design principles to create successful digital artwork,
6. Understand additive and subtractive color systems,
7. Identify digital formats, design trends and typefaces,
8. Explain design choices during critiques and presentations,
9. Prepare a portfolio of their work, and
10. Prepare final images as professional presentation.

Course Scope and Content: (Lecture)

Unit I Software Familiarization and Design Basics
A. Design Basics

1. Elements of art
2. Principles of design

- B. Software Familiarization
1. Tools
 2. Panels and option bars
 3. History, undo, and multiple undo
 4. Views and custom workspaces

Unit II Introducing Vectors

- A. Pen tool
- B. Creating shapes and objects
- C. Transforming objects

Unit III Software in-depth

- A. Color
 1. Additive and subtractive color systems
 2. Color space, modes, and swatches
- B. Fontography
 1. Font types, layout, formatting, and styles
 - a. converting fonts to vector
- C. Layers
 1. Creating and manipulating
 2. Managing objects
 3. Masks and channels
- D. Shapes and colors
 1. Gradients
 2. Blended objects
- E. Brushes
 1. Exploring the different types
 2. Brush options
- F. Symbols
 1. Creating and working with symbols
 2. Applying symbols
 3. Editing, updating, and replacing symbols
- G. Effects & Distortions
 1. Review the different types
 2. Applying and settings
 3. 3D and lighting
- H. Appearance attributes and graphic styles
 1. Using appearance attributes
 2. Using graphic styles

- Unit IV Time based art: introduction to animation
1. Working with a timeline
 2. Understanding key framing and interpolation
 3. Animation format types: vector vs. rasterized

Lab Content, embedded in the lecture portion of the class, to include:

1. Developing student’s ability to utilize software effectively and efficiently
2. Learning to interface between the application software and the computer operating system
3. Using software to create digital art that can be used professionally

Learning Activities Required Outside of Class:

The students in this class will spend a minimum of 6 hours per week outside of the regular class time doing the following:

1. Skill practice
2. Reviewing the elements of art, design principles, and color theory
3. Reviewing existing art by critiquing advertisements on the web, social media, television, and print
4. Developing their creativity and concept design skills

Methods of Instruction:

1. Lecture/demonstration
2. Lab – learning through doing (lessons from text)
3. Lab – assigned projects
4. Group presentations (assigned projects)
5. Critiques of projects and portfolios

Methods of Evaluation:

1. Skill demonstrations, including:
 - a. class discussions presentations and critiques
 - b. evaluation of assigned projects
 - c. evaluation of lab work

Supplemental Data:

TOP Code:	061460 Computer Graphics & Digital Image
SAM Priority Code:	C: Clearly Occupational

Funding Agency:	Y: Not Applicable
Program Status:	1: Program Applicable
Noncredit Category:	Y: Not Applicable
Special Class Status:	N: Course is not a special class
Basic Skills Status:	N: Not Applicable
Prior to College Level:	Y: Not Applicable
Cooperative Work Experience:	N: Course is not a part of a cooperative education program
Eligible for Credit by Exam:	No
Eligible for Pass/No Pass:	Yes