

Lecture Contact Hours: 24-27; Outside-of-Class Hours: 48-54;
 Laboratory Contact Hours: 72-81; Outside-of-Class Hours: 0;
 Total Student Learning Hours: 144-162

CUYAMACA COLLEGE COURSE OUTLINE OF RECORD

Art 177 – Digital Drawing and Painting

1.5 hours lecture, 1.5 units
 4.5 hours laboratory, 1.5 units,
 Total units: 3 units

Catalog Description

This introductory course explores the tools, techniques, and creative possibilities of digital drawing and painting. Using contemporary computer-based technologies, including drawing tablets, painting and illustration software, scanners, and digital input devices, students will develop images that demonstrate perceptual skill, conceptual thinking, and narrative composition. Emphasis is placed on fundamental pictorial elements and how they function within composition, harmony, contrast, and balance. Students will create a range of digital artworks, including observational studies, illustrations, collage-based images, and sequential or narrative compositions.

Prerequisite

None

Course Content

- 1) Students will analyze and apply foundational painting concepts, including linear perspective, color theory, and lighting, to create original digital artworks that demonstrate both technical proficiency and the development of a personal artistic vision.
- 2) Survey painting concepts through digital media, building on traditional visual arts foundations such as representation, illusionism, and naturalism.
 - a. Brush controls
 - b. Defining brush sets
 - c. Brush textures
 - d. Adjustment layers
 - e. Layer management
- 3) Apply fundamental art elements to create balanced and compelling digital compositions.
- 4) Use digital tools and software to simulate and expand on traditional drawing and painting techniques.
 - a. Apply traditional subtractive color theory to RGB-based Adobe software applications.
 - b. Compositional layout, layering, and non-destructive image manipulation.
- 5) Apply and expand traditional painting methods with digital processes, examining how digital practices relate to established studio practices.
 - a. Photo-bashing and collage
 - b. Masking
 - c. Vector and raster shapes
 - d. Scale; physical vs. digital canvas
 - e. Parallax, planes, and matte painting
- 6) Introduce source material from historical art traditions and design practices across a range of cultures and time periods. Examine how these traditions, along with contemporary art movements, inform and shape evolving approaches to digital imaging, including artificial intelligence's effect on the digital art space.
- 7) Analyze and apply post-production techniques to enhance digital prints, integrating traditional painting methods to demonstrating how traditional and digital methods function together as effective creative tools.
- 8) Produce a student portfolio of digital drawings and paintings addressing both the technical and art foundations resulting from digital enhance programs.

Course Objectives

Students will be able to:

- 1) Use the various image generating tools and other devices/programs pertaining to digital drawing and painting
- 2) Distinguish the importance of computer-generated imaging within the larger context of the visual arts primarily as it relates to drawing and painting.
- 3) Create digital compositions that apply foundational art elements and design principles and analyze how these digital outcomes compare to traditional studio techniques in terms of process, aesthetics, and expressive potential.
- 4) Integrate two-dimensional design principles into digital compositions by applying foundational art elements and assessing their impact on harmony, contrast, balance, and overall visual effectiveness.
- 5) Create digital artworks that demonstrate newly acquired image-making methods across multiple visual formats and presentation modes, such as description, narrative, illustration, collage, and image sequencing.

Method of Evaluation

A grading system will be established by the instructor and implemented uniformly. Grades will be based on demonstrated proficiency in the subject matter determined by multiple measurements for evaluation, one of which must be essay exams, skills demonstration or, where appropriate, the symbol system.

- 1) Quizzes, exams and/or class critiques that measure students' ability to use the elements of art and/or principles of design
- 2) Exercises that measure students' ability to apply art concepts to the creative process
- 3) Completed art projects that require skillful use of materials and/or computer programs
- 4) Exercises that demonstrate effective digital drawings and paintings using techniques and skills for professional presentation based on criteria specified.

Special Materials Required of Student

- 1) Journals or sketchbooks
- 2) Removable storage media
- 3) Specialized papers for printing purposes
- 4) Presentation materials as assigned
- 5) Personal computers, stylus

Minimum Instructional Facilities

- 1) Computer lab and computers, scanners, printers
- 2) Programming for digital drawing and painting

Method of Instruction

- 1) Lecture
- 2) Laboratory demonstrations
- 3) Field trips
- 4) Group discussions and activities
- 5) Individual and group critiques

Out-of-Class Assignments

- 1) **Readings:** lecture notes, course materials, textbook chapters, articles, books, essays, manuals, and content on websites.
- 2) **Writing:** journals, discussions, reflections, assignment drafts in sketchbooks, project outlines, presentations, and content for projects.
- 3) **Other:** field exercises including visits to historic sites and museums, portfolio of artworks, exercises and projects using and applying mechanical or computer-aided drawing tools.

Texts and References

- 1) Required (representative example):
 - a. 3dTotal Publishing, ed. *Beginner's Guide to Digital Painting in Photoshop*, 2nd Edition, 3dTotal Publishing. USA. 2021 (Classic)
 - b. 3dTotal Publishing, ed. 3dTotal Publishing. USA. 2020.
 - c. 3dTotal Publishing, ed. *Digital Painting in Photoshop: Industry Techniques for Beginners: A comprehensive introduction to techniques and approaches*, 3dTotal Publishing. USA. 2018. (Classisc)
 - d. 3dTotal Publishing, ed. *Digital painting techniques, Vol. 8*. 3dTotal Publishing. USA. 2016
- 1) Supplemental:
 - a. Handouts, Instructional Videos, and/or Readings as assigned
 - b. Beloeil, Gilles, Riabovitchev, Aandrei and Castro, Roberto. *Art fundamentals: Color, Light, Composition, Anatomy, Perspective, and Depth – 3D* 3dTotal. USA, 2013
 - c. Loomis, Andrew. *Figure Drawing for All It's Worth*. digital edition. Titan. USA, 2021

Student Learning Outcomes

Upon successful completion of this course, students will be able to:

- 1) Create digital drawings and paintings that demonstrate and apply both the principles of design and the elements of art.
- 2) Identify artistic qualities, major works, or significant individuals in art from various historical periods.