

**CUYAMACA COLLEGE**  
COURSE OUTLINE OF RECORD

**ART 177 – DIGITAL DRAWING AND PAINTING**

2 hours lecture, 4 hours laboratory, 3 units

**Catalog Description**

This introductory course uses computer-based technologies and its application for digital drawings and paintings. Students will develop digital images that showcase perceptual skills, conceptual strategies, production methods and narrative compositions using various software.

**Prerequisite**

None

**Course Content**

- 1) This course will survey drawing and painting with computer-based technologies building on the traditional art foundations including and not limited to linear perspective, color theory, and lighting, as well as, developing a personal vision.
- 2) Introduce source material from historical art traditions including graphic design concepts from various art periods and from a diverse perspective.
- 3) 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) Identify 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) Compare and contrast digital results with traditional studio art techniques, foundational art elements and the principles of design through the use of computers
- 4) Produce digital drawings and paintings using methods and image making programming leading to visual products in various 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
- 2) Writing reports or journaling/sketching
- 3) Collect reference and art materials/equipment
- 4) Computer searches and research
- 5) Complete assignments as assigned
- 6) Museum, gallery or art (artists) studio visits

### **Texts and References**

- 1) Required (representative example):
  - a. 3dTotal Publishing, ed. *Beginner's Guide to Digital Painting in Photoshop, 2<sup>nd</sup> Edition*, 3dTotal Publishing. USA. 2021
  - b. 3dTotal Publishing, ed. *Beginner's Guide to Digital Painting in Procreate: How to Create Art on an iPad*, 3dTotal Publishing. USA. 2020.
  - c. 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.