

COURSE OUTLINE

ARTT-112

Introduction to Digital Media

3 Semester Hours

HOWARD COMMUNITY COLLEGE

Description

This course focuses upon the use of the computer as a creative tool for the visual arts. Working with various painting and drawing programs, such as CorelDraw, Adobe Illustrator, and Adobe Photoshop, students will learn how to create images by drawing and painting directly with the computer and by capturing, altering, and processing images using the many transformation tools available in different software. In addition to exploring the possibilities and limitations of digital media, students will explore the philosophical and ethical issues that electronic image making presents. Prerequisite: ARTT-101. (4 hours weekly)

Overall Course Objectives

Upon completion of this course, the student will be able to:

1. Apply the general principles and techniques of conventional drawing and painting to digital imagery.
2. Create digital images by directly drawing with the computer, by manipulating images captured from digital and analog sources, and by combining both approaches.
3. Demonstrate mastery of the basic features of the software and hardware used in digital image making.
4. Demonstrate proficiency in the advanced features of the software—such as the use of distortion and color processing filters, transparency, and masks.
5. Synthesize solutions to design problems that take advantage of the unique conceptual and expressive possibilities of digital imagery.
6. Analyze the extent to which important ethical issues inherent in digital imagery—including questions of copyright, appropriation, and originality—will impact his or her artistic production.
7. Demonstrate mastery of the course objectives in a printed and digital final portfolio of work.

Major Topics

- I. Principles of visual communication and the organizational elements of drawing and painting
- II. Introduction to the computer hardware and operating system
- III. Common interface characteristics of illustration and painting programs
- IV. Creating digital images—techniques, color, file formats, resolution

- V. Capturing digital images
- VI. Manipulating digital images
- VII. Advanced features of illustration and painting software
- VIII. Printed and digital output
- IX. Originality, ethics, and copyright

Course Requirements

Classes will include discussion, demonstration, outside reading and research, and video and slide presentations. There will be mandatory critiques of assignments and works in progress, weekly or bi-weekly home assignments, and several major projects. In addition, there will be a final portfolio review.

Other Course Information

This course is a Humanities elective and an Arts and Sciences elective.