Course Description

DIG1132 | Digital Art and Design | 3 credits

This course is for students majoring in Animation and Game Art and introduces environmental design. Students will learn the concepts, hardware, and software related to digital image acquisition, image editing, manipulation, color management basics, masking, layering, retouching, scanning and output, and color theory as it relates to digital media. Knowledge or proficiency in Adobe Photoshop and Illustrator recommended.

Course Competency

Course Competency 1: The student will demonstrate knowledge of perspective drawing by:

1. Defining perspective in a composed scene
2. Creating a one-, two-, and three-point perspective in a composition
3. Creating drawings that employ basic compositional devices, including focal point, balance, unity, scale, proportion, contrast, movement, variety, and dominance

Course Competency 2: The student will demonstrate knowledge of image manipulation by:

1. Acquiring digital images utilizing hardware and software related to digital image acquisition
2. Editing and recreating images
3. Applying color management basics to enhance images
4. Utilizing tools like masking, layering, retouching, and scanning to recreate, edit, or enhance acquired images
5. Outputting the final image

Course Competency 3: The student will demonstrate knowledge of digital color theory by:

1. Identifying design and color terminology, traditional and electronic
2. Applying color principles
3. Researching the specific characteristics of various color responses based on gender, age, education, earning levels, and culture
4. Using software tools to express visual ideas digitally
5. Creating digital media from existing images and elements
6. Creating a digital image based on a descriptive narrative
7. Utilizing perspective as a tool to depict the illusion of three-dimensional space on a two-dimensional surface

Course Competency 4: The student will demonstrate how to apply composition and design concepts to create a digital environment by:

1. Defining computer illustration and paint terminology
2. Translating and applying hand skill techniques into a digital environment
3. Creating a finished digital environment that exhibits sound composition and design principles

Learning Outcomes:

- Formulate strategies to locate, evaluate, and apply information
- Use computer and emerging technologies effectively
- Demonstrate an appreciation for aesthetics and creative activities