

Course Syllabus—Moraine Valley Community College

Course Identification

ART 184	Digital Imaging
Room	F216
Credit hours:	3
Contact hours:	6: lecture 0, lab 6
Prerequisite:	ART 146 or consent of the instructor

Course Description

This art/graphic design studio course introduces computer imaging with bit-mapped graphics and rasterized images. Interaction between imaging and object-oriented software will be explored. Fee is required. (6 contact hours).

Textbooks/Reading List

Required Texts

Instructor handouts
Web research, tutorials, blogs
Maldini Digital Art, Slobodan Maldini

Supplies

Portable storage device: Flash drive or portable hard drive
Sketchbook, visual journal, portfolio
Other supplies as needed to complete projects

Software

Adobe Creative Cloud: Adobe Photoshop & Adobe Acrobat Professional
Corel Painter

Platform

Macintosh iMac
OS X

Course Goals

ART 184 combines painting aesthetics with technical computer elements that allows advanced students to investigate digital painting.

The primary emphasis in this course is on developing students' ability to create artistic and interesting images using software on the Macintosh computer as their tool.

Raster and combination raster/vector art primarily using Adobe Photoshop and Corel Painter are the focus of this course. Adobe Illustrator is explored as appropriate.

Students are expected to focus on a goal and to be articulate regarding their work while constructively critiquing others. The student is expected to produce highly developed, coherent projects.

Course End Competencies

The student's final grade will depend upon the student's comprehension of the following course-end competencies.

The student will have a clear understanding of the operation of the main features of Adobe Photoshop and Corel Painter and said student will be able to—

- use the primary palettes and tools to create basic documents
- work with layers
- import images into a document
- work with the operations of application software, filter, and plug-in features
- understand painting controls and the interactivity of software
- save, copy, delete, organize, and print the images they create

Students must produce a portfolio of advanced work that will demonstrate to a future employer the quality and substance of students' thinking and image making.

Major Concepts

As stated above, there are four components to this course:

The operation of a Macintosh-based computer graphics workstation including hardware/software, the central processing unit (CPU), the graphic-users interface (GUI), and the use of removable storage disks and the internet.

The generation and manipulation of bit-mapped images with paint and continuous-tone software applications, and an explanation of various graphic image file formats.

Input of images/photographs using flash drive, scanner, memory card, and digital camera

Output of images for hardcopy production via laserwriter and inkjet printers

These components detail the following concepts

- Graphic File Format Distinctions (i.e., PSD, EPS, JPEG, PDF, etc.)
- Raster images (bit-depth, resolution, RGB vs. CMYK, memory needs)

Point Breakdown

Four Projects—70 points

P1. Continuous-tone Manipulation	15 points
P2. Digital Painting	15 points
P3. Interactivity of Software	20 points
P4. Image Making	20 points
Midterm Project	5 points
Final Exam Project	5 points
Final Portfolio, print/digital	10 points
In-class projects/critique/participation	10 points

Schedule

The following schedule is projected at the beginning of the semester, and will be adapted as time and conditions require. Coverage of the following content takes into consideration, not only the $5\frac{2}{3}$ hours of in-class/lab time per week, but also $5\frac{1}{2}$ hours of additional outside study, preparation, or studio time per week appropriate to a 3 credit-hour studio-art course.

Week 1 Class Policies & Procedures/Syllabus

First assignment

Week 2 Work on Project 1

Week 3 Work on Project 1

First critique

Week 4 Submit Project 1 and report

Second assignment

Week 5 Work on Project 2

Week 6 Work on Project 2

Week 7 Second critique

Week 8 Submit Project 2 and report

Midterm Project

Third assignment

Week 9 Work on Project 3

Week 10 Work on Project 3

Week 11 Third critique

Submit Project 3 and report

Week 12 Fourth assignment

Week 13 Work on Project 4

Week 14 Work on Project 4

Fourth critique

Week 15 Submit Project 4 and report

Portfolio cover sheet

Week 16 Complete portfolio/production

Week 17 Portfolio critique