

ARTD 119

Digital Illustration

3 Credits: (2 hours lecture, 3 hours lab)

Community College of Baltimore County
Common Course Outline

Description

ARTD 119 – Digital Illustration: is a studio art course that focuses on transitioning drawing and painting techniques from traditional media into a digital environment. Software packages designed for visual artists, as well as graphics tablets and associated input devices will be used in the art making process. Students will learn digital workflow and the numerous stylistic possibilities digital media affords contemporary artists through a series of conceptually driven assignments.

Co-requisites: ARTD 111 or permission of program coordinator

Overall Course Objectives

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

1. conceptualize artistic projects within a digital art environment;
2. select appropriate software in which to execute artwork;
3. sketch proficiently with a graphics tablet and stylus;
4. utilize a digital camera and scanner as effective sketching tools;
5. demonstrate effective contour and gesture drawing;
6. render value scales using digital input devices;
7. exhibit an understanding of resolution as it relates to fine art output;
8. explore concepts across several hardware and software mediums;
9. combine digital and traditional mediums to effectively produce artwork;
10. prepare digital art for galleries and museums;
11. explain the role that digital media plays in the creation of contemporary art;
12. identify significant contemporary artists working within the digital realm; and
13. assemble a basic digital portfolio to display artwork.

Major Topics

- I. Conceptualizing in a Digital Environment
 - a. Thumbnails
 - b. Color sampling for palette building
 - c. Using template files for brainstorming
- II. Selecting Appropriate Software
 - a. Raster or vector-based art
 - b. Natural media emulation software
 - c. Industry standard applications
 - d. Specialized software

The Common Course Outline (CCO) determines the essential nature of each course.
For more information, see your professor's syllabus.

- III. Sketching with a Tablet and Stylus
 - a. Computer dependent tablets
 - b. Tablet computers
 - c. Understanding stylus functionality
- IV. Working with Contour and Gesture
 - a. Tracing versus referencing
 - b. Line qualities
- V. Creating Value Scales in the Computer
 - a. Cell shading in a five to seven step scale for cell shading
 - b. Hatching and cross-hatching techniques
 - c. Continuous tone blending
- VI. Considering Resolution for Fine Art Output
 - a. Down and up sampling techniques
 - b. Maintaining line quality
 - c. Common resolutions sizes
- VII. Exploring Concepts Across Digital Media
 - a. Drawing and painting for animation
 - b. Timelapse and speed painting
 - c. Painting in 3D space
- VIII. Combining Traditional and Digital Media
 - a. Pencil and ink to digital coloring
 - b. Starting digitally, finishing traditionally
 - c. Compositing basics
- IX. Presentation for Digital Art
 - a. Output papers
 - b. Displaying screen-only work
- X. Digital Media and Contemporary Art
 - a. The art historical impact of the digital art world
 - b. Marketing digital art
 - c. NFTs and the blockchain marketplace
 - d. Significant digital artists
- XI. Assembling a Portfolio of Digital Art
 - a. Web hosting basics
 - b. Using devices as portfolios
 - c. Safely sending art via the Web

Course Requirements

Grading will be determined by the individual faculty member, but shall include the following, at minimum:

- four drawings/paintings that must be 100% digitally created
- three drawings/paintings that must use a combination of digital and physical media
- one digital portfolio displaying the artwork created during the semester

Written assignments and research projects: Students are required to use appropriate academic resources in their research and cite sources according to the style selected by their professor.

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Other Course Information

This course is a foundation/core course within the Art and Design Department. Individual faculty members may include additional course objectives, major topics, and other course requirements to the minimum expectations stated in the Common Course Outline.

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