# COURSE OUTLINE Digital Drawing and Painting

#### **Course Description**

ID 117. Digital Drawing and Painting. 3 credit hours. This course will enable the student to produce digital drawings and paintings. The student will use pressure-sensitive digital tablets in combination with raster and vector-based software. The student will explore mark making, perspective, color systems, and the rendering of light and shadow with traditional and digital tools. The student will develop digital images from scratch using drawing and painting techniques, collage, masking, compositing, and precise color adjustment. The student will complete projects that showcase perceptual skills, conceptual strategies, production methods, and narrative compositions.

#### **Required Materials**

For complete material(s) information, refer to https://bookstore.butlercc.edu

Subscription to Adobe Creative Cloud. Butler Community College is an Adobe Creative Campus and registered students can download the Adobe Creative Cloud for free and use it while enrolled at Butler. Please see the External Software Page in the introductory module in Canvas for this course.

A pressure sensitive device, (suggestions either the One by Wacom (medium or small) or Wacom Intuos Graphic Drawing Tablet (medium or small).

Portable storage device (Portable hard drive recommended)

Sketchbook (recommend 8x10 or larger) with drawing pencils or #2 pencils and an eraser

#### **Butler-Assessed Outcomes**

The intention is for the student to be able to do the following:

- 1. Produce original digital drawings and paintings using a pressure-sensitive tablet.
- 2. Demonstrate a reflective design process and an efficient digital workflow.
- 3. Evaluate, define, and discuss digital art projects.

Learning PACT Skills that will be developed and documented in this course Through involvement in this course, the student will develop ability in the following PACT skill area(s):

## **Technology Skills**

 Discipline-specific technology – Through project development, students will increase their technology skills related to image creation software.

## **Major Summative Assessment Task(s)**

These Butler-assessed Outcome(s) and Learning PACT skill(s) will be demonstrated by the following:

 Completing a portfolio that showcases original digital drawing and painting expressed in character model sheets, vehicle concept art, interior scenes, and exterior environments.

## **Skills or Competencies**

These actions are essential to achieve the course outcomes:

- 1. Participate in classroom discussions
- 2. Adapt traditional drawing techniques to vector and raster based applications
- 3. Implement a process for concept development, asset creation/generation and image composing.

#### **Learning Units**

- I. Fundamentals of digital painting
  - A. Photoshop basics
  - B. Brush and eraser tool
  - C. Color and blending paint
  - D. Moving Forward
- II. Traditional drawing
  - A. Basic tools
  - B. Visual measuring
    - 1. Angles
    - 2. Proportions
  - C. Drawing shape
    - 1. Contour line
    - 2. Linear block-in
  - D. Negative space
  - E. Constructive form
  - F. Still life
- III. Basic of composition
  - A. Principles of design
    - 1. Scale and proportion
    - 2. Repetition, emphasis, and movement
    - 3. Balance and unity
    - 4. Compositional framing element
  - B. Informational hierarchy
  - C. Critique
- IV. Drawing from observation
  - A. Reference materials use
  - B. Anatomy

- C. Perspective
- V. Digital painting tools
  - A. Basic painting techniques
  - B. Surface details
  - C. Color painting
  - D. Masking and selections
- VI. Portfolio creation
  - A. Correct pieces selection
  - B. Put it all together
  - C. Your work presentation
  - D. Your elevator speech

#### **Learning Activities**

Learning activities will be assigned to assist the student in achieving the intended learning outcomes through lectures, class discussions, team research, individual research, reading, viewing tutorials and study material, quizzes, tests, and other activities at the discretion of the instructor. These activities may be either face-to-face or online.

#### **Grade Determination**

The student will be graded on the learning activities and assessment tasks. Grade determination may include the following: class participation, projects, team and individual participation, research assignments, quizzes, tests, and other activities at the discretion of the instructor.