

# 2016-17 Digital Art Syllabus

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## Digital Art Course Description

This one-year course introduces students to contemporary media as an extension of the creative experience. Covered in this survey of visual communications are aesthetics, art criticism, art-history, art-making and self-expression. Students analyze and compare traditional art with contemporary art and methods and use of technology in the art experience. The course includes exploring different cultural influences, historical periods and movements in art. Through lecture, research, reading materials and numerous hands-on projects, the course emphasizes how the principles of art and design can be used to arrange the elements of art, in a manner that engages students. The course concludes with relative links between the visual arts and professional career possibilities.

## Digital Art Objectives

The University of California recognizes credits earned for these courses toward Fine Arts requirements. The objectives of this class are to achieve proficient technical and aesthetic skills using various tools to generate a broad range of two dimensional images. The work you will produce should demonstrate a good understanding of both the technical and artistic/aesthetic implication of the medium utilized. In addition, success with the course material could lead to successful employment as a career or supplementing income while continuing education.

As a result of taking this class, you should be able to:

- Work professionally within a design team
- Identify numerous design careers
- Evaluate designs (your work and others') for audience, meaning, and effectiveness
- Use the elements and principles of design in a decisive fashion
- Plan a design project according to a client's needs
- Build a design gradually using thumbnail sketches and mock ups
- Create attractive layouts that communicate messages effectively
- Use color to communicate ideas to others
- Use typography effectively in a design
- Use Adobe Photoshop to edit, retouch color correct and enhance photographs
- Use digital brushes to draw artistic imagery and create painterly images
- Stylize portraits and landscapes, and assemble publications
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## Method of Instruction & Participation

Students will learn and develop their individual skills in a virtual studio through hands-on instruction and group activities. I use instructor led demonstrations and lectures to introduce new concepts. Students gain valuable experience by practical activities and tutorials, thus exposing them to scenarios that replicate real world situations. State of the art computer equipment and software is provided in the classroom. The digital imaging projects assigned and produced in Digital Art course reflect current industry standards and practices. We will be painting and drawing with digital brushes and tablets. Art is published on the Internet or printed on a high quality Epson Printer.

## Attendance is vital for success!

Since classroom activities play a major part in each student's success in the class, attendance is critical. When a student is absent, it is his or her responsibility to make up the assignments that were missed.

## **Project and Assignment Evaluations**

Projects and assignments are assigned a value in points and are scored according to **adherence** to project guidelines, quality, creativity and ingenuity. Student may earn points per finished exercise, assignment, or project. Students also earn points on critiques, do now exercises, study guides, quizzes, tests, essays, presentations and portfolio preparation. Students who perform above and beyond minimal expectations will feel personally rewarded by their successful publications.

**Primary Digital Imaging Software:** Adobe Photoshop & Corel Painter

### **Q. How Do I Turn in Digital Artwork? 220 Digital Dropbox**

Although we print some of the digital art on paper, a majority of the practice exercises are “printed electronically” as an Adobe Portable Document File (pdf) or “turned in “ as a native Photoshop file (psd) by saving in the homework folder on the RBV-ROP Data servers. Each class will have its own homework folder. When your graphic is in your class folder, you have successfully “turned it in”.

### **Q. Will I get credit of late work?**

Assignments are due on time! Partial credit may be given at the Instructor's discretion. Students should not rely on this concession.

### **Q. What are the grading criteria?**

Each student has the ability to success in Digital Art when they enter the classroom. Students should demonstrate a consistent effort, have innovative ideas, complete their work on time, and show that they are dedicated to creating a quality digital piece. Digital art should demonstrate that they have thoughtfully employed the elements of art and principles of design. Techniques are progressively introduced and developed during the course allowing each student the opportunity to develop their own style of accomplishing a visual solution. Every student is encouraged to develop their own artistic voice. Therefore, the sky is the limit! I can't wait to see your artwork!

### **Q. What competency scale do you use?**

Students will receive a grade for work completed during each progress report period. A cumulative grade, taken from all three progress reports, is assigned at the end of each semester.

A = 90 –100	All major and minor goals achieved. ALL assignments are turned in on time
B = 80 – 89	All major goals achieved; some minor ones not
C = 70 – 79	All major goals achieved; many minor ones not
D = 60 – 69	A few major goals achieved, but student is not prepared for advanced work
F = 0 – 59	None of the major goals achieved. Most assignments are turned in late or not at all

## **Expectations**

It is my pleasure to be your teacher this year. I look forward to getting to know you and look forward to watching you succeed. A respectful decorum is appreciated at all times. I will respect you as young adults who are taking advantage of this CTE Class to benefit yourselves for your future. You are developing communication and publishing skills that will last a lifetime. Whether you choose to continue in the creative field or choose another career path, you will learn beneficial skills that are transferable to many areas of your life.

## **I believe in you!**

I believe that abundant creativity flows in a classroom full of people who mutually respect each other. I have witnessed this personally year after year. Some of the best students in the world walk through the door of RBV room 220. Welcome! Let's grow professionally and artistically together.

Mrs. T

# Digital Art Course Outline of ART Curriculum

<p>1. Art in Our World</p> <ul style="list-style-type: none"> <li>a. What is art?</li> <li>b. What do artists create?</li> <li>c. Language of Art</li> </ul> <p>2. Art Theory</p> <ul style="list-style-type: none"> <li>a. Imitationalism</li> <li>b. Formalism</li> <li>c. Emotionalism</li> </ul> <p>3. Art Criticism and Aesthetic Judgment</p> <ul style="list-style-type: none"> <li>Learning from a work of art</li> <li>Art criticism</li> <li>Aesthetics</li> <li>Art history</li> <li>Reading art like literature</li> </ul> <p>4. Art Traditions from Around the World</p> <ul style="list-style-type: none"> <li>Art of earliest times</li> <li>Middle eastern and Asian art</li> <li>African art</li> <li>Art of the Americas</li> <li>Architecture</li> </ul> <p>5. Transitions in Western Art</p> <ul style="list-style-type: none"> <li>Western art</li> <li>Modern art</li> <li>Twentieth century art</li> <li>New media</li> <li>Animation</li> </ul> <p>6. The Media and Processes of Art</p> <ul style="list-style-type: none"> <li>Two-dimensional media</li> <li>Three-Dimensional media</li> <li>Technological media</li> </ul> <p>7. Creative Process</p> <ul style="list-style-type: none"> <li>Physiology and psychology of creativity</li> <li>Problem solving</li> <li>Creative process in self-expression</li> <li>Executing effective digital art</li> </ul> <p>8. Computer/Software Operation</p> <ul style="list-style-type: none"> <li>File management</li> <li>Graphics editing <ul style="list-style-type: none"> <li>Photoshop</li> <li>Painter</li> <li>Flash /Fireworks</li> <li>Illustrator / InDesign</li> <li>Adobe Acrobat</li> </ul> </li> <li>Drawing/tracing using digitizer tablets</li> <li>Networks, Servers , file management</li> <li>Image acquisition: Digital Capturing</li> <li>Digital photography</li> <li>Photographic tools for color correction, photo retouching and repair</li> </ul>	<p>9. Elements of Art</p> <ul style="list-style-type: none"> <li>Line</li> <li>Shape</li> <li>Form</li> <li>Space</li> <li>Color</li> <li>Value</li> <li>Texture</li> </ul> <p>10. Principles of Art</p> <ul style="list-style-type: none"> <li>Contrast</li> <li>Balance</li> <li>Proportion</li> <li>Movement</li> <li>Rhythm</li> <li>Variety</li> <li>Emphasis</li> <li>Unity</li> </ul> <p>11. Creating a Composition</p> <ul style="list-style-type: none"> <li>Combining Elements of Art</li> <li>Applying Principles</li> <li>Mixed media techniques</li> <li>Composite techniques</li> <li>Mixing various electronic media</li> <li>Paper types &amp; Presentation</li> </ul> <p>12. Line/Drawing skills</p> <ul style="list-style-type: none"> <li>Contour drawing</li> <li>Thumbnail sketches &amp; storyboards</li> <li>Perceptual Skills of Drawing <ul style="list-style-type: none"> <li>- The perception of Edges</li> <li>- The perception of spaces</li> <li>- The perception of relationships</li> <li>- The perception of lights and shadows</li> <li>- The perception of the whole or gestalt</li> </ul> </li> </ul> <p>13. Color Theory</p> <ul style="list-style-type: none"> <li>Psychology of seeing Color</li> <li>Physiology of Color</li> <li>Color vocabulary</li> <li>Color models</li> <li>Digital primaries (RGB)</li> <li>Print primaries (CYMK)</li> <li>Pigment primaries (RBY)</li> </ul> <p>14. Typography</p> <ul style="list-style-type: none"> <li>Historical development of Typography</li> <li>Categories of Type</li> <li>Vocabulary</li> <li>Selecting Typefaces and Fonts</li> <li>Specifications</li> <li>Illuminations with Type</li> </ul>	<p>15. Perspective</p> <ul style="list-style-type: none"> <li>One point, Two point, Three &amp; Four point</li> <li>electronic techniques for creating the illusion of depth</li> </ul> <p>16. Value Studies</p> <ul style="list-style-type: none"> <li>Portraits</li> <li>Shaded geometric forms</li> <li>Grayscale value techniques</li> <li>Gradient tools with digitizer tablets</li> </ul> <p>17. Figure Drawing</p> <ul style="list-style-type: none"> <li>Studies of the human form</li> <li>Face and body proportions</li> <li>Using digitizer tables and various graphics software</li> </ul> <p>18. Landscape</p> <ul style="list-style-type: none"> <li>On location sketches</li> <li>Use of electronic media for final work</li> <li>Figurative Abstract Landscape</li> <li>Stylus &amp; Tablet Techniques</li> </ul> <p>19. Still-Life</p> <ul style="list-style-type: none"> <li>Utilize knowledge of composition</li> <li>Observation of actual objects</li> <li>Stylus &amp; Tablet Techniques</li> </ul> <p>20. Cartooning and Animation</p> <ul style="list-style-type: none"> <li>Historical and social significance</li> <li>Storytelling</li> <li>Still Gags and Cartoon strips</li> <li>Animation</li> </ul> <p>21. Artist Biography</p> <ul style="list-style-type: none"> <li>Organizing research</li> <li>The life and work of an artist <ul style="list-style-type: none"> <li>research</li> <li>reporting</li> <li>analyzing</li> </ul> </li> <li>Creating work in the artist's style</li> </ul> <p>22. Opportunities for Digital Artists</p> <ul style="list-style-type: none"> <li>Museums and Galleries</li> <li>Agencies</li> <li>Education</li> <li>Corporations</li> <li>Freelance</li> <li>Fashion</li> <li>Entertainment</li> <li>Publishing</li> <li>Industrial</li> <li>Other related fields</li> </ul>
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<h2>Digital Art imaging in Photoshop &amp; Painter</h2> <h3>Photoshop Curriculum</h3> <p>Digital Imaging Tutorials &amp; Techniques</p> <ol style="list-style-type: none"> <li>1. Photoshop Interface</li> <li>2. Basic Photo Corrections</li> <li>3. Selection Tools</li> <li>4. Layer Basics</li> <li>5. Masks and Channels</li> <li>6. Correcting and Enhancing of Digital Photographs</li> <li>7. Typographic Design</li> <li>8. Vector Drawing Techniques</li> <li>9. Advanced Masking &amp; Compositing</li> <li>10. Creating and altering brushes</li> </ol> <p>Photoshop Production Techniques &amp; Special Effects in Electronic media</p> <p>Photoshop Graphic Art Effects</p> <p>Lighting Effects</p> <p>Natural World Effects</p> <p>Traditional Effects</p> <p>Distortion, Caricatures, and Panoramas</p> <p>Presentation effects</p> <p>Texture and surface Texture Effects</p> <p>Photographic Effects</p> <p>Photoshop Type Effects</p> <h3>Page Layout in InDesign</h3> <p>Create &amp; layout 32 page children's book setting type styles and page layout</p> <p>Publishing Electronically and Print Media</p> <p>Paginating – Publishing for print</p> <p>E-Book production &amp; publishing</p>	<h3>Painter Curriculum</h3> <p>Brush Variants</p> <p>The Brush Catalog</p> <p>Painting with a stylus- preferred method</p> <p>Painting with a mouse- Manually setting the pressure, tilt, bearing, and wheel.</p> <p>Dry Media - Apples , oranges, pears</p> <p>Choosing color with Painter's color wheel</p> <p>Chalk brushes- Still Life, portrait</p> <p>Light and Shadow - Handout</p> <p>Choosing Paper - Surface Texture</p> <p>Creating an Impasto Effect</p> <p>Add dimension with the Depth eraser, rake, lofter or depth equalizer</p> <p>Line Art - Bookmarks</p> <p>Create Bookmarks in Painter using Paintbrushes, Fills, Weaves, Patterns</p> <p>Painter's Brushes</p> <p>Painting – Watercolor Brushes</p> <p>The Water color interface and tools</p> <p>Watercolor Brushes</p> <p>Paper Control-Wet into Wet</p> <p>Blending and Overlaying color</p> <p>Pulling out Pigment</p> <p>Painting- Liquid Ink</p> <p>Controlling digital brushes</p> <p>Ink type, smoothness, and volume of brush strokes variability in the water</p> <p>Acrylic - –Mixer Pad basics</p> <p>Mixing Digital color in Painter</p> <p>Oil Painting Techniques</p> <p>Drawing the sketch with digital pencils</p> <p>Develop the under painting</p> <p>Simulate "electronic oil" using color</p> <p>Mosaics -Butterfly</p> <p>Building a clone based mosaic</p> <p>Applying and Removing Tiles</p> <p>Tile and Grout Color</p> <p>Rendering tiles- Adding Surface Texture</p> <p>Marbling</p> <p>Auto Van Gogh etc.</p> <p>Pop Art Fills</p>	<h3>Painter continued</h3> <p>Special Effects in Painter</p> <p>Adding Dimension with Lighting</p> <p>Surface Control Effects-</p> <p>Applying lighting to unify an image preventing "hot Spots"</p> <p>Creating softly lit backgrounds</p> <p>The color Overlay Effect</p> <p>Adding surface texture by adjusting pigments with the dye concentration effect</p> <p>- Dye Concentration</p> <p>“Esoterica” Tool</p> <p>Placing Elements with the image hose</p> <p>Randomizing placement</p> <p>Expressions Settings</p> <p>Controlling the Nozzle-Nozzle Options</p> <p>Surface Control Effects</p> <p>- Photos to art</p> <p>Lighting-</p> <p>Setting Light Sources - Screen</p> <p>Surface Textures - Paper</p> <p>3 Dimensional Oils</p> <p>Texture Luminance</p> <p>Glass Distortion</p> <p>Surface Control Effects</p> <p>- Special Effects</p> <p>Embossing Effects</p> <p>Texture Masks - Express Texture</p> <p>Reflection Masks - Image Warps</p> <p>Woodcut - Distress -</p> <p>Serigraphy Effect</p> <p>Focus Effects</p> <p>Camera Motion Blur</p> <p>Creating Motion</p> <p>Depth of Field</p> <p>* Please note that some of these items are part of an additional “wish list” that I have developed over time. Time permitting, we will cover or allude to, the majority of these methods. Methods will be explored in classroom exercises and mastered in Portfolio projects.</p>
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### Course Accreditations & Articulations

The Digital Art course is intended as preparation for college. This class will provide you with required fine art and/or elective credits counting toward graduation from Rancho Buena Vista High School. Digital Art also meets enrollment requirements for University of California, California State Universities and 4 year Colleges while earning credits at Palomar College.

**Articulated: Graphic Communications Photoshop 1 GC-IP 140 3 Units or UC-F Fine Arts Transferable credit**