

ART 231-01

Digital Art for Non-Art Majors

Eastern Connecticut State University
Department of Art & Art History | Digital Art & Design

Digital Art for Non-Art Majors | ART 231-01 | Fall 2020 | M 9-11:45 pm | FAIC 327
Soojin Kim | Office: FAIC 318 | Hours: Hours: M 1-4pm, T 9am-11pm, R 9am-10pm

Course Description

This course is for students who wish to explore art and computers but are not majoring in Visual Arts. Students will learn to create art using digital technology. Creative problem solving, art-making processes, understanding terminology, historical precedent, and contemporary digital practice will be explored.

Primary Software Used: **Adobe Photoshop, Illustrator, Blender, Processing**

Levels: **Undergraduate**

Course Attributes: **LAC T2CE-Creative Expression**

Overview

This course explores the practice of digital art through the hands-on studio and contemporary digital design theory. In this introductory-level course, students will learn how to use the computer as a creative tool for digital imaging. A variety of electronic imaging tools and techniques will be demonstrated and taught. Utilizing this knowledge and skill, students will explore, develop, and refine their visual style. In addition to hands-on procedures and techniques, students will learn digital graphics concepts. Through research, discussion, and practice, learn to think about and through these tools to develop a personal relationship with digital art technologies.

Objectives

-
- ❑ Use a variety of digital imaging tools to create artworks.
 - ❑ Learn and use the formal elements and principles of design including line, shape, implied volume, light and shade, texture, and color to make art projects through digital means.
 - ❑ Understand the terminology needed to discuss various types, techniques, and concepts of digital art and put his vocabulary into a historical context.
 - ❑ Achieve a level of proficiency at creating, editing, and publishing digital artwork.
 - ❑ Analyze the visual elements and principles of design employed within the digital arts.
 - ❑ Differentiate among various media and techniques used by digital artists.

Materials

-
- ❑ Blackboard access
 - ❑ Adobe CC access
 - ❑ An external drive for backup (Plus Additional online storage for backup of files: Student account Z-drive, One Drive and Share Point, or Google Drive)

- ☐ Sketchbook (preferred with grid)
- ☐ Headset or earbud

Recommended Reading

Paul, Christiane. **Digital Art**. London; New York: Thames & Hudson, 2003. Print. World of Art.

Burrough, Xtine. **Foundations of Digital Art and Design with the Adobe Creative Cloud**. Berkeley, California: New Riders, 2013. Print.

Wong, Wucius. **Principles of Form and Design**. New York: Van Nostrand Reinhold, 1993. Print.

<https://helpx.adobe.com/photoshop/tutorials.html>

<https://helpx.adobe.com/illustrator/tutorials.html>

<https://processing.org/>

<https://bezier.method.ac/>

<https://artclasscurator.com/sol-lewitt-instruction/>

Revisions To Syllabus

The information contained in this syllabus is subject to revision at the discretion of the instructor. Students will be notified of any changes that will be made.

Grading

Your grade is based on **Course Assignments (70%), in-class exercises, participation, presentations (20%), and attendance (10%)**. Readings(if there are) are due before the beginning of class for the date assigned so that you are familiar with the topics and prepared for discussion. Assignments are due at the beginning of class unless otherwise notified by the instructor. **Late submissions will be dropped up to 5 points out of 100 per day.**

In professional practice, graphic designers solve client problems that often have tight time requirements. You will be given as much time as possible to work during the studio, but discussion and critiques will consume a significant amount of the time. One-thirds of the work for this class is expected to be accomplished outside of class. **Use the Webb 410 General Computer Lab and FAIC 330/327 Open Lab, 313 Digital Resource Room** (available with instructor permission for classwork only), online help, and textbooks(if applicable)—including associated websites—as reference tools to complete work and to practice techniques.

Evaluation of Individual works is based on a **creative problem-solving approach, use of elements/principles, craftsmanship/professionalism, and improvement/growth.**

A 100–95 90% | **B** 89 85 80% | **C** 79 75 70% | **D** 69 65 60% | **F** 59% or below (A grade of C, 75% is the minimum grade which counts toward your major.)

A. Superior execution; maximum originality; excellent concentration and initiative; cooperative with peers; excellent judgment; superior attitude and dedication; highly imaginative, original, and experimental; very consistent in work ethic; a significant improvement

B. Strong execution and originality; adequate concentration and initiative; cooperative with peers; good attitude, dedication, and judgment; imaginative and experimental; consistent in work ethic; noticeable improvement.

C. Average execution, concentration, organization, and attitude; some imagination and originality; lacks some consistency in work ethic; some improvement.

D. Poor execution and improvement; limited originality; little concentration and organization; poor judgment; evades responsibility and cooperation; lacks work ethic, concentration, organization

F. Fails to execute to minimum standards, insignificant improvement; no originality; minimum concentration and organization; evades responsibility and cooperation; no work ethic.

Attendance Policy

You are required to attend each class in its entirety. More than 2 absences, 2 late arrivals, or early departures will affect your grade negatively unless you have a doctor's note. Attendance will be taken at any in class. It is your responsibility to see me during class if you arrive after attendance is taken. Email me ahead of time if you cannot attend class, if you will be late for class, and if you need to leave early for class. This does not constitute an excused absence, it is a professional best practice.

Class Rules

No food or drink in the Computer Lab. Smart-phones: no cell calls and no earbuds during lectures or demonstrations. Do not use the Internet for anything other than related class subjects. Use break time instead.

Department of Art & Art History Policy on Returning Artwork and Other Assignments

Physical assignments (If any) will be returned during scheduled class time, instructor's office hours, or by special arrangement with the instructor. The instructor will hold assignments for six weeks following the end of class. Assignments not picked up during this period will become the property of the university and may be discarded.

Assistance at the Writing Center

The Eastern Writing Center, located in the ASC and staffed by trained peer tutors, is available to help all students with their writing. The Writing Center supports the liberal-arts mission of Eastern by helping students with their writing from any class, at any stage, from brainstorming and drafting to revision to proofreading and editing. We help students do their work and do it more comfortably and confidently. Any student can and should use the Writing Center. The process of talking with readers about writing and getting feedback on student writing is something all writers do and can benefit from. Students can either drop into the Center or make an appointment by going to the "Useful Links" column on the Current Students web page and selecting

"GradesFirst" <http://www.easternct.edu/index/current-students/>.

Students are asked to bring copies of any assignment sheets to the Writing Center, tutors know what is expected of the assignment.

Assistance with Academic Advising and Subject Tutoring at the Academic Service Center

Students are encouraged to use the support offered by the Academic Services Center (ASC) located on the ground floor of the Library. Advising Services and tutoring in math, writing, and other subjects, including supplementary instruction, are available. The ASC also offers Peer Academic Coaching (PAC) assistance with study techniques, time management, "Eastern in 4" planning, and understanding learning styles. For further information, please call 465-4625 or check the ASC website at

<https://www.easternct.edu/academic-services/index.html>

Office of Access Ability Services (OAS)

Eastern Connecticut State University is committed to following the requirements of the Americans with Disabilities Act and Section 504 of the Rehabilitation Act. If you are a student with a disability (or think you may have a disability) and require adaptations or accommodations, or assistance evacuating a building in the case of an emergency, please contact the Office of AccessAbility Services (OAS) at 860-465-0189 to discuss your request further. Any student registered with the OAS should contact the instructor as soon as possible for assistance with classroom accommodations. Please note that accommodations are not retroactive, and must be communicated through a Letter of Accommodation which is drafted by the OAS. The link to the OAS website is:

<http://www1.easternct.edu/accessability/>

Cheating, Plagiarism, and Personal Misconduct

Students are responsible for familiarizing themselves with the University's numerous policies and procedures contained in the University Catalog and Student Handbook. The Code of Conduct policies and the Policy on Academic Misconduct are of special significance, since cheating, plagiarism, and personal misconduct are strictly prohibited and carry severe penalties. Students should read and understand Eastern's Academic Misconduct Policy, which can be found in the student handbook.

<https://www.easternct.edu/student-affairs/studenthandbook.html>

All violations will be handled under the procedures established in this policy.

Student Sexual Misconduct Policy

Title IX of the Education Amendment of 1972, as well as the Board of Regents Policy on Sexual Misconduct Reporting, Support Services, and Processes, prohibit acts of sexual misconduct – sexual harassment, sexual assault, sex-based discrimination, dating violence, domestic violence, stalking, and inappropriate relationships between employees and students. If you or someone you know has been or experiences harassment or assault, resources are available with the Sexual Assault & Interpersonal Violence Response Team (SAIV-RT). Alleged violations can be reported to the Title IX Coordinator in the Office of Equity and Diversity at 860-465-5791. Reports to law enforcement can be made to Eastern Connecticut State University Police Department at 860-465-5310. To receive support and advocacy, please contact the Coordinator of the Sexual Assault & Interpersonal Violence Response Team (SAIV-RT) at 860-465-4314. You may also visit the SAIV-RT website at

<https://www.easternct.edu/.../sexualassaultpolicyandprocedures.html>

for more information including a list of confidential resources.

Student Crisis Statement

Any student who is facing challenges (i.e. mental health, securing food/housing) and believes this may affect their performance in the course is urged to contact the Dean of Students at 860-465-5244 for support. Students experiencing an immediate threat to their safety or wellbeing should contact 24-hour emergency services by dialing 911 or the Eastern's University Police Department: 860-465-5310.

**Final Examination
Statement**

University policy states that “No examination shall be given during the final week of scheduled classes of a full semester course.” Faculty must receive prior approval from the Vice-President of Academic Affairs to schedule an examination during the final week of classes. Faculty may, with approval from the Vice-President of Academic Affairs in consultation with the Academic Dean and Registrar, hold a single exam session for all sections of the same course. Students will be notified of the exam date, time, and place on the course syllabus.

**COVID 19
Statement**

Maintaining a safe and healthy campus is only possible if every member of the campus community follows the rules. Therefore, Eastern is requiring that all students and faculty wear a face mask that fully covers the nose and mouth but should not have a valve or vent to expel respiration, whenever they are on campus. This includes whenever an individual is in a classroom or classroom building. Face shields can only be worn with an appropriate face mask. Students who refuse to wear a mask in class can be referred to the Office of Student Conduct. This protocol complies with the safety standards established by the CDC and the Connecticut Department of Public Health and is included in the Student Code of Conduct.

Course Outline



WEEK 1

8/31

COURSE INTRODUCTION - SYLLABUS REVIEW

TUTORIAL - GET TO KNOW PHOTOSHOP

<https://helpx.adobe.com/photoshop/tutorials.html>

EXERCISE 1 - GET TO KNOW PHOTOSHOP

Overview & Specifications

After completing the *Get to know photoshop* tutorial add your name at the bottom of the image of the last file. You might want to watch *Add text and shapes*

(https://helpx.adobe.com/photoshop/how-to/adding-text-shapes-basics.html?playlist=/services/playlist.helpx/products:SG_PHOTOSHOP_1_1/learn-path:get-started/set-header:ccx-designer/playlist:ccl-get-started-2/en_us.json&ref=helpx.adobe.com) tutorial for this. Save the file into *.jpg then submit it to the blackboard.



WEEK 2

9/14

LECTURE - FUNDAMENTALS OF COMPUTER

GRAPHICS (RASTER V.S. VECTOR GRAPHICS)

TUTORIAL - LAYERS AND COMBINING IMAGES

<https://helpx.adobe.com/photoshop/tutorials.html>

Work with layers

Make selections

Combine images

EXERCISE 2 - JACK AND THE BEANSTALK

Overview & Specifications

Search and download cloud and beanstalk images from google. Using those found images, create Jack's beanstalk on the cloud. Save the file into *.jpg then submit it to the blackboard.



WEEK 3

9/21

LECTURE - BRIEF HISTORY OF NEW MEDIA

LECTURE - CUBISM, DADA, & SURREALISM IMAGES

ASSIGNMENT 1 - DIGITAL COLLAGE

Overview & Specifications

Create a political or social collage about a current event that you feel and concern strongly about. For this collage, you will need to research your topic, find images, and create a collage that represents your point of view and stance on the topic. Use at least 6 different images. You must include at least one photo that you take by yourself and one scanned images from publications. You can scan an image using your phone.

ASSIGNMENT 2 - DIGITAL COLLAGE ANIMATION

Overview & Specifications

Create a minimum 10 sec GIF Animation using a photoshop file created in Assignment 1.



WEEK 4

9/28

Assignment



DUE

STUDIO

TUTORIAL - PHOTOSHOP GIF ANIMATION

<https://www.youtube.com/watch?v=13owc4iGJH4>

<https://www.youtube.com/watch?v=n-0uUEtLfN0>

**WEEK 5**

10/5

RECALL LECTURE - FUNDAMENTALS OF COMPUTER GRAPHICS (RASTER V.S. VECTOR GRAPHICS)**TUTORIAL - CREATING VECTOR SHAPES**<https://bezier.method.ac/><https://helpx.adobe.com/support/illustrator.html>**STUDIO****WEEK 6**

10/12

Assignment

2

DUE**TUTORIAL - GET TO KNOW ILLUSTRATOR**<https://helpx.adobe.com/support/illustrator.html>**EXERCISE 3 - CREATE AND EDIT SHAPES****Overview & Specifications**Complete *Create and edit shapes* tutorialhttps://helpx.adobe.com/illustrator/how-to/shapes-basics.html?playlist=/services/playlist.helpx/products:SG_ILLUSTRATOR_1_1/learn-path:get-started/set-header:ccx-designer/playlist:ccl-get-started-1/en_us.json&ref=helpx.adobe.com

Save the outcome files into *.pdf then submit them to the blackboard.

**WEEK 7**

10/19

TUTORIAL - PEN TOOL DRAWING AND EDITING<https://helpx.adobe.com/support/illustrator.html>**Practice creating with the Pen tool****Edit paths you draw****LECTURE - TESSELLATION****ASSIGNMENT 3 - ROTATIONAL TESSELLATION****WALLPAPER****Overview & Specifications**

Create a letter-size wallpaper design sample in Adobe illustrator. Your design should be qualified as ROTATIONAL TESSELLATION.

**WEEK 8**

10/26

TUTORIAL - CREATE PATTERN USING PATTERN TOOL<https://helpx.adobe.com/support/illustrator.html>**Create and apply a pattern****Create a modern, geometric pattern****STUDIO****WEEK 9**

11/2

Assignment

3

DUE**LECTURE - 3D PRINTING IN CONTEMPORARY ART****LECTURE - 3D SHAPES & MODELING****ASSIGNMENT 4 - ART CHESS****Overview & Specifications**

After studying chess design by artists, design your chess. A conceptual design sketch has to be done in pencil on paper. Submit your sketch(4.1) and 3D rendered chess(4.2).

**WEEK 10**

11/09

Assignment

4.1

DUE**TUTORIAL- BLENDER BEGINNING 3D MODELING**<https://youtu.be/eUJCEC06r8>

**WEEK 11**

11/16

TUTORIAL - CREATING 3D MODEL FROM A SKETCH<https://youtu.be/6mT4XFJYq-4>**TUTORIAL - EXPORTING 3D MODEL AS A PNG FILE**<https://youtu.be/Z6UrNz6Pvz0>**EXERCISE 4 - CREATE A-CHESS PIECE**

From your chess sketch, create a 3D model of pawn. Submit a PNG file to the blackboard.

**WEEK 12**

11/23

STUDIO

**WEEK 13**

11/30

Assignment

4.2

DUE**LECTURE - CONCEPTS OF SOL LEWITT****TUTORIAL- PROCESSING****ASSIGNMENT 5- DIGITAL SOL LEWITT****Overview & Specifications**

Research on Sol Lewitt Drawing instructions and choose one instruction to interpret into a computer language. Select one of the Sol Lewitt drawing instructions and convert it into a processing code. Submit your code as a text file to the blackboard.

**WEEK 14**

12/7

STUDIO & FINAL PRESENTATION(VIDEO ON CONFERENCE)

**FINAL****EXAM**

12/14

Assignment

5

DUE
