



## **DART 130 - Introduction to Digital Imaging Course Outline**

**Approval Date:** 08/05/2009

**Effective Date:** 08/10/2009

### **SECTION A**

**Unique ID Number** CCC000502863

**Discipline(s)**

**Division** Arts and Humanities

**Subject Area** Digital Art and Design

**Subject Code** DART

**Course Number** 130

**Course Title** Introduction to Digital Imaging

**TOP Code/SAM Code** 1030.00 - Graphic Design\* / C - Occupational

**Rationale for adding this course to the curriculum** This is a minor revision to the course title and to add Form D for DE delivery mode.

**Units** 3

**Cross List** N/A

**Typical Course Weeks**

**Total Instructional Hours**

**Contact Hours**

**Lecture** 36.00

**Lab** 54.00

**Activity** 0.00

**Work Experience** 0.00

**Outside of Class Hours** 72.00

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**Total Contact Hours** 90

**Total Student Hours** 162

**Open Entry/Open Exit** No

**Maximum Enrollment**

**Grading Option** Letter Grade or P/NP

**Distance Education Mode of** On-Campus

**Instruction** Hybrid

Entirely Online

## SECTION B

### General Education Information:

## SECTION C

### Course Description

**Repeatability** May be repeated 0 times

**Catalog Description** This course focuses on the creation and editing of digital images using Adobe Photoshop. Students in this course will learn to fuse traditional artistic concepts with contemporary digital tools to create original art work.

### Schedule Description

## SECTION D

### Condition on Enrollment

1a. **Prerequisite(s):** *None*

1b. **Corequisite(s):** *None*

1c. **Recommended**

- DART 120

1d. **Limitation on Enrollment:** *None*

## SECTION E

### Course Outline Information

#### 1. Student Learning Outcomes:

- Produce and present raster-based art and design work, integrating core design concepts in finished products.
- Critique artwork and express design concepts and intents in written and oral formats.

#### 2. Course Objectives: Upon completion of this course, the student will be able to:

- Perform appropriate document set up and select proper file formats.
- Consider and utilize the appropriate tools to accomplish these tasks: selecting, painting and drawing, recreating history, photo retouching, erasing, filtering effects, cropping, lighting effects.
- Create photo collages using layering techniques: layer masks, layer effects, blending modes.
- Formulate an informed color scheme, determine a suitable color mode for desired result, manage color output, formulate image adjustments.
- Assemble source material through scanning photographs and original art and web searches.
- Organize Photoshop's tools and navigator.
- Evaluate, understand and select appropriate typography.
- Critique artwork and express design concepts and intents in written and oral formats.
- Produce and present a portfolio of finished artwork generated in Photoshop.
- J.

#### 3. Course Content

- Interface: document set up, file formats.
- Tools: marquee, lasso and magic wand, constraining a selection, duplicating a selection, paint bucket, selection techniques, art history brush.
- Layers: layer masks, layer effects, photo collage techniques, introduction to blending modes, transform commands, the history pallet, eraser tools, extract command, working with channels.
- Filters: filter effects, filter exercises, advanced filter techniques.

- E. Color: additive v. subtractive color, image modes, color swatches and palettes, gradients, improving scanned images, managing color output, image adjustment basics, coloring a grayscale photo, indexed colors, web safe colors, gamut warning.
- F. Photo Retouching: the rubber stamp tool, retouching basics, working with channels, layer masks.
- G. Source Material: finding your own images, managing file size, transferring files, finding Photoshop help, intro. to scanning, analyzing and improving scanned images.
- H. Getting Organized: navigator, info palette, rulers, snap to, screen v. print, posterize, merging and flattening layers.
- I. Type: editable type vs. rasterized type, scaling type, kerning, tracking, paragraph settings, type masks.
- J. Composition, elements of design, typography, visual presentation, career possibilities for graphic designers, copyright issues and successful critiquing will be included and integrated throughout the course.
- K.

#### 4. Methods of Instruction:

**Critique:**

**Distance Education:**

**Lab:**

**Lecture:**

**Other (Specify):**

**Other:** Lecture: 1. In-class Lecture demonstrating techniques, tools, concepts, and historical/contemporary images of digital imaging. 2. Pod-casting or Online Audio/Video presenting the same material noted above. Lab 1. Small group exercises to familiarize students with collaborative work skills 2. Individual time on task with instructor supervision. Critique: 1. One-on-one teacher/student critique 2. Small group peer critiques. 3. Written critique and self-evaluations of course work. 4. Full-class oral critiques.

#### 5. Methods of Evaluation: Describe the general types of evaluations for this course and provide at least two, specific examples.

Additional assessment information:

Final grade will be based on:

1. Successful completion of a minimum of 5 assignments.

For example:

a. After a lecture on creating computer image color schemes according to basic principles of color theory, students will design images that demonstrate an apprehension of suitable color modes for both traditional print and web applications. Student work will be evaluated for completeness, accuracy in color selections, and demonstration of basic color theory.

2. Participation and performance in both oral and written critical analysis of work.

For example:

a. After an introductory lecture and review of handouts containing key formal and critical terms, students will participate in a group critique of their layer masks/effects assignment. Students will be assessed for participation, proper use of terminology, and relevant comments regarding basic formal and pictorial issues. Overall performance in critiques throughout the semester will be figured into the final grade.

Letter Grade or P/NP

**6. Assignments:** State the general types of assignments for this course under the following categories and provide at least two specific examples for each section.

A. Reading Assignments

Selected readings from textbook, periodicals or library collection.

For example:

1. Read Chapter 3 in the textbook, focusing on the use and parameters of the lasso and magic wand tools.

2. Read Chapter 6 in the textbook on use of layers.

B. Writing Assignments

Performance:

Completion of digital images based on instructor-generated assignments.

For example:

1. Beginning with a widely recognized master painting, saved as a high resolution, TIFF file, create a piece that alters the original's color scheme. The new color scheme should use magic wand, bucket, and airbrush tools and use web safe colors. Multiple layers will be required including at least one layer that utilizes the digital drawing pads.

2. Create a digital collage self-portrait utilizing only images generated from the digital drawing pads. Fill colors and patterns can be taken from any source, including web and print sources.

C. Other Assignments

Creation of a digital portfolio of student work.

**7. Required Materials**

**A. EXAMPLES of typical college-level textbooks (for degree-applicable courses) or other print materials.**

Book #1:

Author: Fuller, Laurie Ullrich and Robert C. Fuller

Title: Photoshop CS3 Bible

Publisher: Wiley

Date of Publication: 2007

Edition:

**B. Other required materials/supplies.**

- Flash Drive