Digital Drawing & Painting Foundations   Course Syllabus

In this course, students will gain a deep understanding of digital drawing and painting techniques. Students will learn cutting-edge digital art software that provides new opportunities to explore and experiment with a wide array of digital tools that both stimulate and enhance traditional media. Students will create their work with art-based applications (apps) that lend themselves to tablets, computers, and smartphones. Students' work will be drawn from observational studies, memory, and imagination. Students will develop their unique voice and practice skills relevant to today's creative industry. No previous software knowledge is required. Students may use their own equipment or borrow from school.

Elective 9-1   Credit: .5

Skills

- Gain understanding of the fundamental art elements and design principles to strengthen the visual impact of a work of art
- Explore techniques related to a variety of two and three-dimensional media to gain craftsmanship to communicate ideas with the expressive qualities inherent in each medium
- Understand and be able to apply the drawing and painting software. Adobe Photoshop, Adobe Illustrator, Adobe Fresco, Procreate
- Develop the vocabulary unique to digital drawing and painting
- Enhance their visual problem solving skills
- Develop a consistent habit of image-making and build artistic confidence

Concepts

- Explore how personal imagery can be influenced by observation, imagination, memory, intuition, research and the excitement generated by the acquisition of new skills.
- Engage and persist in developing flexible thinking and problem solving skills
- Use appropriate art terminology, vocabulary, and criticism to thoughtfully analyze and interpret works of art from the past and present to gain a deeper understanding of how art can be an authentic expression of who we are as a society and as individuals
- Develop an understanding that the creative process, beginning with the conception of an idea, choosing and manipulating materials, and reflecting upon visual images is fluid, a continuum representative of the human experience
- Monitor and reflect upon his/her creative process and progress through the uses of formal and informal assessment activities to identify learning, strengths, challenges, and future artistic endeavors

Process
- Attend to presentations for instruction, assignments and concepts that will provide information on the drawing and painting tools in the software.
- Create work which addresses the criteria of the assignments in a way that is personal and expressive of individual artistic voice
- Engage in critical thinking, perseverance, purposeful risk taking and focused effort
- Reflect individually and during group critique to solidify understandings, expand possibilities and learn from the learning community of the class.
- Read various course related handouts
- Produce both hand drawn and computer generated sketches/preliminary work
- Accomplish the learning objectives by using both Illustrator and Photoshop

Student Expectations
Students are responsible for their learning in this class -- they must be active learners and are expected to:
- Attend to audio and visual presentations for instruction, assignments and concepts
- Actively participant in the learning community of the class participating in group critiques, exhibitions and discussions
- Share in process work as requested
- Be responsible to meet deadlines for completed work

Course Outline
Assignments will cover:

Know Your Tools
- Pre-instruction drawings: students choose their comfort level and create an image
- Composition Experiment
- Abstract design using brushes
- Image made of text - Drawing with text

Mark Making
- Respond to music, mark making, experimenting with program
- Expressing an emotion with line (frightened line, excited line)
- Doodle & Noodle
- Negative Space

- Expressing an emotion with line (frightened line, excited line)

Tone & Texture
- Subway Doodle inspired image: Creature in environment
- Still life: varying tones.
- Texture: Two 5x5 Texture samples

Color theory
- Additive vs. subtractive light
- How a pixel gets its color

Portraits
- Geometric image from photograph

Activist art compositions