

# Digital Drawing & Painting Intensive

## Course Syllabus

Students continue to deepen their understanding of digital drawing and painting techniques as well as improve their artistic confidence. Greater emphasis is placed on enhancing student voice and exploring diverse perspectives in art. This course provides continued opportunities to explore digital tools and instruct students to customize the software as an extension of their artistic style. Students are challenged to depict various subjects as they work representationally, conceptually, and abstractly. All students participate in group critiques and have the opportunity to exhibit their work for both the BHS and online community. Students maintain portfolio websites and learn how to produce high quality inkjet prints.

**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
- Observe demonstrations that will provide information about the advantages and limitations of 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 experience of all members of the class

### **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
- actively participants 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*

- Review basic skills from level 1
- Composition
- Elements of Art (Shape, Line, Color, Value, Texture, Form, Space)

#### *Advancing Your Skills*

- Color Theory-RGB vs CMYK
- Pixelation, dpi
- Customizing Tools
- Adjustment Layers
- Layer Style
- Layer Masks
- Blending Modes

#### *In-Depth Drawing Exploration*

- Pencil, Ink, and Charcoal Brushes
- Construction lines, Modeling forms with value
- Drawing objects -hard and soft textures
- Brush Manipulation: Size, Spacing, Texture, Shape Dynamics, Color Dynamics, etc.

#### *(Space) Linear Perspective*

Creating depth on the page

- One, two and three point perspective
- Isometric perspective, Atmospheric perspective

#### *In-Depth Painting Explorations*

- Wet vs. Dry Media Brushes, Mixer Brushes and Smudge Tool

#### *Color Theory*

- Additive vs. subtractive light
- How a pixel gets its color
- Optical mixing, Color picker, libraries, swatches, and eyedropper
- HSL - Hue, Saturation and Brightness