DART-120: INTRODUCTION TO DIGITAL ART

Effective Term
Fall 2023

CC Approval
3/17/2023

AS Approval
4/11/2023

BOT Approval
4/20/2023

COCI Approval
5/10/2023

SECTION A - Course Data Elements

CB04 Credit Status
Credit - Degree Applicable

Discipline

Minimum Qualifications	And/Or
Art (Master's Degree)	Or
Commercial Art (Any Degree and Professional Experience)	Or
Graphic Arts (Desktop publishing) (Any Degree and Professional Experience)	

Subject Code
DART - Digital Art
Course Number
120

Department
Digital Art (DART)

Division
Arts and Humanities (ARAH)

Full Course Title
Introduction to Digital Art

Short Title
Introduction to Digital Art

CB03 TOP Code
1030.00 - *Graphic Art and Design

CB08 Basic Skills Status
NBS - Not Basic Skills

CB09 SAM Code
D - Possibly Occupational

Rationale
This is a scheduled revision to ensure this course remains up to date in terms of industry standard software and current digital art and design theory and practice.

SECTION B - Course Description

Catalog Course Description
This course provides an introduction to visual design concepts and contemporary professional practices in digital art using industry-standard software. Students will learn about digital art history, contemporary and historical artists, digital art across cultures and various industries.

SECTION C - Conditions on Enrollment

Open Entry/Open Exit
No

Repeatability
Not Repeatable

Grading Options
Letter Grade or Pass/No Pass

Allow Audit
Yes

Requisites

Advisory Prerequisite(s)
Completion of ARTS-101 or DART-101 with a minimum grade of C.

SECTION D - Course Standards

Is this course variable unit?
No

Units
3.00000

Lecture Hours
36

Lab Hours
54

Outside of Class Hours
72

Total Contact Hours
90

Total Student Hours
162

Distance Education Approval

Is this course offered through Distance Education?
Yes

Online Delivery Methods

DE Modalities	Permanent or Emergency Only?
Entirely Online	Permanent

SECTION E - Course Content

Student Learning Outcomes

	Upon satisfactory completion of the course, students will be able to:
1.	Critique, analyze, and evaluate digital artworks that engage and build on contemporary practices and theories in written and oral formats.
2.	Critique, analyze, and evaluate professional and student artworks that build on historic, cultural, and contemporary design practices and processes.
3.	Utilize digital media to express ideas in visual terms.

Course Objectives

	Upon satisfactory completion of the course, students will be able to:
1.	Create digital images using basic visual design principles and theories.
2.	Utilize the basic tools of industry standard software to create and refine introductory-level digital art projects.
3.	Produce digital art projects that combine text and image.
4.	Assess and critique digital art projects in group, individual and written contexts using relevant critique formats, concepts and terminology.
5.	Create digital art projects that integrate the use of computer hardware, printers, scanners, drawing tablets and other design equipment.
6.	Explore career possibilities as digital artists.

Course Content

1. Introduction to the creation of designed communications and digital art from initial concept to resolution.
2. Visual design concepts and practices, including color theory and composition, as they pertain to digital art.
3. Introduction to the use of vector and raster based software.
4. Principles, uses, characteristics of additive and subtractive color systems.
5. Aesthetics of design theory and its application in effective visual communication.
6. Assessment and critique of digital art projects in group, individual and written contexts using relevant critique formats, concepts and terminology.
7. Integrating the usage of computer hardware, printers, scanners, drawing tablets and other equipment used by digital artists.
8. Exploring career options in digital art, such as illustration, animation, gaming.

Methods of Instruction

Methods of Instruction

Types	Examples of learning activities
Lecture	In-class Lecture demonstrating techniques, tools, concepts, and historical/contemporary images of digital art.
Lab	Small group exercises to familiarize students with collaborative work skills, individual time on task with instructor supervision
Critique	One-on-one teacher/student critique, small group peer critiques, written critique and self-evaluations of course work, full-class oral critiques.

Instructor-Initiated Online Contact Types

Announcements/Bulletin Boards
Chat Rooms
Discussion Boards
E-mail Communication
Video or Teleconferencing

Student-Initiated Online Contact Types

Chat Rooms
Discussions
Group Work

Course design is accessible

Yes

Methods of Evaluation

Methods of Evaluation

Types	Examples of classroom assessments
Lab Activities	After an introductory lecture on vector vs. bitmap file formats, students will scan a simple object and import it into Photoshop to create a bitmap image. The image will be manipulated in Photoshop using filters. Students will then execute a drawing of the simple object using the Pen Tool in Illustrator and add text.
Oral Presentations	After an introductory lecture and review of handouts containing key formal, historical, and critical terms, students will participate in a group critique of their photomontage project. Students will be assessed for participation, proper use of terminology and relevant comments regarding the basic formal design principles. Overall performance in critiques throughout the semester will figure into the final grade.

Assignments

Reading Assignments

Reading assignments from textbook and handouts. For example, read Chapter 6 in the text dealing with masking and non-destructive editing or read about Surrealism from various museum and primary source materials and its relationship to current digital art practices.

Writing Assignments

Students write an analysis of art historical and student created work using key characteristics and terminology of the Surrealist art movement and contemporary digital art practices.

Other Assignments

Completion of digital art projects based on instructor-generated assignments.
For example: Using Adobe Photoshop, create a photomontage reinterpreting the artwork of Mexican Surrealist artist, Lola Alvarez Bravo. Consider current social issues, use of scale, and contrast.

SECTION F - Textbooks and Instructional Materials

Material Type
Textbook

Author
Conrad Chavez, Andrew Faulkner

Title
Adobe Photoshop Classroom in a Book

Edition/Version
1st

Publisher
Pearson

Year
2022

Material Type
Textbook

Author
Brian Wood

Title
Adobe Illustrator Classroom in a Book

Edition/Version
1st

Publisher
Pearson

Year
2022

Proposed General Education/Transfer Agreement

Do you wish to propose this course for a Local General Education Area?
Yes

Proposed Local General Education Area

Local GE Area	Proposed To
Local GE Area C: Humanities	Add

Do you wish to propose this course for a CSU General Education Area?
Yes

Proposed CSU General Education Area

CSU GE Area	Proposed To
CSU GE Area C1: Arts, Cinema, Dance, Music, Theater	Add

Do you wish to propose this course for a UC Transferable Course Agreement (UC-TCA)?
No

Course Codes (Admin Only)

ASSIST Update
Yes

CB00 State ID
CCC000502862

CB10 Cooperative Work Experience Status
N - Is Not Part of a Cooperative Work Experience Education Program

CB11 Course Classification Status
Y - Credit Course

CB13 Special Class Status
N - The Course is Not an Approved Special Class

CB23 Funding Agency Category
Y - Not Applicable (Funding Not Used)

CB24 Program Course Status
Program Applicable

Allow Pass/No Pass
Yes

Only Pass/No Pass
No

Reviewer Comments
Seth Anderson (sethe.anderson) (Thu, 02 Mar 2023 22:01:13 GMT): Added disciplines as requested by May Jong.