

LEARNING OBJECTIVES / GOALS / OUTCOMES / LEARNING OUTCOMES:

Upon successful completion of this course students will be able to:"

- understand the nature of raster and vector imaging
- demonstrate skills of multi-software image creation techniques
- apply advanced techniques of digital painting (working with brushes and retouching tools)
- apply creative image colouring and toning
- understand advanced layer techniques
- use advanced methods of image selection
- apply advanced routine of image correction and retouching
- create a composite image with a text
- create, work, and apply a custom gradient
- create, work, and apply a custom pattern
- apply an action to create a digital artwork
- demonstrate an extended experience of a vector object creation
- create a still composite image with added motion elements
- prepare an artwork to make further editing with an affiliated software (video-AfterEffects, 2-D-Flash, 3D)
- edit digital portfolio containing individual artworks
- print out samples of individual artworks

METHODS:

Demos using audio-visual presentation, lab instruction, tutorials, handouts, reviewing samples, examination of source files, projects and independent work, Internet resources.

PRIOR LEARNING ASSESSMENT RECOGNITION (PLAR):

Credit can be awarded for this course through PLAR (Please check:)

Yes No

METHODS OF OBTAINING PLAR:

Portfolio and interview.

TEXTBOOKS, REFERENCES, MATERIALS:

[Textbook selection varies by instructor. An example of texts for this course might be:]

Software manual

Adobe Creative Suite CS2 User Guide

The Complete Guide to Digital Imaging by [Joel Lacey](#) 2002

Motion Graphic Design and Fine Art Animation: Principles and Practice by [Jon Krasner](#) 2004

Non-Photorealistic Computer Graphics: Modeling, Rendering and Animation by [Thomas Strothotte](#), [Stefan Schlechtweg](#) 2002

Digital Imaging Digest <http://www.accessmylibrary.com>

Computer Magazines

SUPPLIES / MATERIALS:

CD Disks/USB Flash memory storage, software, computer

STUDENT EVALUATION:

[An example of student evaluation for this course might be:]

Final project	30%
Short Assignments	40%
Short tests	20%
Attendance	10%

COURSE CONTENT:

[Course content varies by instructor. An example of course content might be:]

Digital imaging an essential constituent of cyberspace
Advanced software usage – Adobe Creative Suite CS2
Principles of digital imaging
Boundaries and specifics of digital imaging
Definition of authentic feature/traits of computer imaging
Composite imaging with layers
Multi-software image development
Non-photorealistic computer graphics
Painting with pattern
Imaging with translucent space
Creating imageries with action commands
Experimenting with new ideas in software usage
Exploration of software as a tool in the creative process
Output and delivery
Group critiques of individual projects