



ORIGINAL COURSE IMPLEMENTATION DATE: September 2022
 REVISED COURSE IMPLEMENTATION DATE:
 COURSE TO BE REVIEWED (six years after UEC approval): February 2028
 Course outline form version: 06/18/2021

OFFICIAL UNDERGRADUATE COURSE OUTLINE FORM

Note: The University reserves the right to amend course outlines as needed without notice.

Course Code and Number: MEDA 110	Number of Credits: 3 Course credit policy (105)										
Course Full Title: Digital Imaging Course Short Title:											
Faculty: Faculty of Humanities	Department (or program if no department): Media Arts										
Calendar Description: Students use raster-based image manipulation for media arts practices. Students also study visual storytelling, photo-editing, digital concept art, surfacing for 3D applications, elements of design, and the functional aspects of digital colour in computer graphics.											
Prerequisites (or NONE):	None.										
Corequisites (if applicable, or NONE):	none										
Pre/corequisites (if applicable, or NONE):	none										
Antirequisite Courses <i>(Cannot be taken for additional credit.)</i> Former course code/number: Cross-listed with: Equivalent course(s): <i>(If offered in the previous five years, antirequisite course(s) will be included in the calendar description as a note that students with credit for the antirequisite course(s) cannot take this course for further credit.)</i>	Course Details Special Topics course: No <i>(If yes, the course will be offered under different letter designations representing different topics.)</i> Directed Study course: No Grading System: Letter Grades Delivery Mode: May be offered in multiple delivery modes Expected frequency: Annually Maximum enrolment (for information only): 36										
Typical Structure of Instructional Hours <table border="1" style="width: 100%; border-collapse: collapse; margin-top: 10px;"> <tr> <td style="width: 80%;">Lecture/seminar</td> <td style="width: 20%; text-align: center;">15</td> </tr> <tr> <td>Tutorials/workshops</td> <td style="text-align: center;">15</td> </tr> <tr> <td>Supervised laboratory hours (computer lab)</td> <td style="text-align: center;">15</td> </tr> <tr> <td> </td> <td> </td> </tr> <tr> <td style="text-align: right;">Total hours</td> <td style="text-align: center;">45</td> </tr> </table>	Lecture/seminar	15	Tutorials/workshops	15	Supervised laboratory hours (computer lab)	15			Total hours	45	Prior Learning Assessment and Recognition (PLAR) PLAR is available for this course.
Lecture/seminar	15										
Tutorials/workshops	15										
Supervised laboratory hours (computer lab)	15										
Total hours	45										
Labs to be scheduled independent of lecture hours: <input checked="" type="checkbox"/> No <input type="checkbox"/> Yes	Transfer Credit <i>(See bctransferguide.ca.)</i> Transfer credit already exists: No Submit outline for (re)articulation: Yes <i>(If yes, fill in transfer credit form.)</i>										
Department approval	Date of meeting: November 26, 2021										
Faculty Council approval	Date of meeting: December 17, 2021										
Undergraduate Education Committee (UEC) approval	Date of meeting: February 25, 2022										

Learning Outcomes

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

1. Use digital imaging software to manipulate raster-based imagery.
2. Apply the elements of design within a composition.
3. Define the terms used to describe the properties of colour in analogue and digital art practices.
4. Differentiate image file-formats, their properties, and their appropriate application within media arts context.
5. Source and use images ethically within a professional code of conduct.
6. Communicate ideas visually using digital imagery.
7. Use brush-based techniques to texture surfaces of 3D assets.
8. Situate the role of digital imaging art in media arts practice.

Recommended Evaluation Methods and Weighting (*Evaluation should align to learning outcomes.*)

Assignments:	100%	%	%
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Details:

Assignment 1 (20%): Basic image manipulation

Assignment 2 (20%): Digital painting techniques

Assignment 3 (20%): Photo editing

Assignment 4 (20%): Vector-based tools and filters

Assignment 5 (20%): 3D texturing

NOTE: The following sections may vary by instructor. Please see course syllabus available from the instructor.

Texts and Resource Materials (*Include online resources and Indigenous knowledge sources. [Open Educational Resources](#) (OER) should be included whenever possible. If more space is required, use the [Supplemental Texts and Resource Materials form](#).)*)

Type	Author or description	Title and publication/access details	Year
1. Textbook	DaNae-Dayley L, Dayley B	Photoshop CC Bible	2013
2. Online resource	Substance Online Learning Resources	Adobe.com	n/a
3.			

Required Additional Supplies and Materials (*Software, hardware, tools, specialized clothing, etc.*)

Adobe Photoshop CC, Adobe Substance Painter

Course Content and Topics

Introduction to raster-based digital imaging.

- The functional aspects of digital colour, terminology, channels, grading, profiles, and correction methods.
- The math of compositing, blending modes, and layer-based workflows.
- Non-destructive image manipulation techniques, masks, adjustment layers, basic selections, and advanced selection techniques.
- Brush-based techniques, painting, blurring, sharpening, smudging, brush settings and digital stylus configuration.
- Digital painting
- Compositional rules, and the principles of design.
- 1-, 2-, and 3-point perspective.

Photo editing and image combining

- Photo retouch techniques; cloning, healing, lighting and colour adjustment.
- Sharpness, blur, and noise adjustments.
- Combining images, distortion, perspective, and colour matching.
- Sourcing images ethically and professionally.

Vector-based imagery and filters

- Vector tools: pen tool, paths, layer styles, clipping masks, and layer sets.
- Measuring, graphing and guides.
- Warp tools, displacement maps, filter effects, lighting effects.
- Creating buttons, text objects, and seamless patterns.
- Type tools, typefaces, and text editing.
- Advanced output techniques (e.g. Raster formats, vector formats, print workflow, automation and scripting)
- Elements of design and principles of design.

3D texturing

- Introduction to 3D workflows and asset management.
- 3D texturing and surface material properties.
- 3D rendering, lighting.