



Course Outline

2026-2027 Catalog

MSP 30 - Introduction to Digital Art

Catalog Description

Transfer Status: CSU/UC

Unit(s): 3.00

Lecture: 34.00 Contact hours/68.00 Out of class hours/102.00 Total hours/2.00 Unit(s)

Lab: 51.00 Contact hours/0.00 Out of class hours/51.00 Total hours/1.00 Unit(s)

Total: 85.00 Contact hours/68.00 Out of class hours/153.00 Total hours/3.00 Unit(s)

Course Description: This course is an introduction to fundamental concepts, practices, and theories of digital art production. Topics include integration of traditional design, color, and compositional principles with contemporary digital tools. (C-ID ARTS 250).

Objectives

Upon successful completion of this course, the student should be able to:

1. Apply the elements and principles of design in finished digital images and time-based works.
2. Create a portfolio of work demonstrating formal, conceptual, and technical development.
3. Produce digital images and time-based work through various digital media input and output methods using vector or raster-based software.
4. Examine and describe contemporary approaches, language, aesthetics and emerging media in digital art.
5. Safely handle and maintain digital imaging hardware and materials
6. Evaluate and critique digital images and time-based works utilizing relevant terminology and concepts.

Course Content

Topic Titles / Suggested Time Topic

Lecture

<u>Topics</u>	<u>Lec Hrs</u>
Elements and principles of design as they relate to digital media	4.50
Concept development as it relates to digital and time-based art	4.50
The use of technology to create art through various digital media input and output methods	5.00
Principles and uses of vector and raster-based software in the creation of digital art	5.00
Characteristics of color in additive and subtractive color systems	5.00
History, contemporary trends, language, aesthetics and emerging media as they relate to digital art	5.00
Group and individual critiques of digital images utilizing relevant terminology and concepts	5.00
Total Hours:	34.00

Lab

<u>Topics</u>	<u>Lab Hrs</u>
Create art through various digital media input and output methods using vector or raster-based software	17.00
Assignments focusing on the conceptual development in project-based digital images and time-based works	17.00
Group and individual critiques in oral and written formats	17.00
Total Hours:	51.00

Methods of Instruction

- A. Discussion
- B. Homework: Students are required to complete two hours of outside-of-class homework for each hour of lecture
- C. Instructor Demonstrations
- D. Lecture
- E. Critique

Methods of Evaluation

- A. Quizzes
- B. Oral Presentation
- C. Projects
- D. Written Assignments
- E. Class Discussion

Examples of Assignments

Reading Assignments

1. Research and read about a digital artist, animator, videographer, illustrator or graphic designer specializing in digital art and design. Be prepared to critique in class.
2. Read a magazine article supplied by the instructor on specialized design techniques. Demonstrate technique to class.

Writing Assignments

1. Research a photoshop professional and write a one page biography on this individual. Include artist's photographs in the biography.
2. Write a one page paper on a digital artist to incorporate into a magazine layout. Include visual elements from the artist into the design.

Out-of-Class Assignments

1. Research a beginning digital arts tutorial, relating to photography, animation, 3D Arts, concept art, illustration or graphic design. Demonstrate the technique to the class.
2. Find natural objects such as twigs, rocks, dirt or a combination of man-made and natural objects to create a quote, sentence, or single descriptive word. Photograph this and share with class.

Recommended Materials of Instruction

Arntson, Amy. (2005). Digital Design Basics. *Wadsworth Publishing, 1st.*

London, Stone and Upton. (2019). A Short Course in Digital Photography. *Prentice Hall, 4th.*

Other Learning Materials

Reserve Library Books

Handout Materials

Minimum Qualifications

Photo Tech/Commercial Photo

Graphic Arts

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Date: 05/02/2022