

equivalent and one college studio art course. Credit/No Credit or letter grade option. May be taken 4 times for a maximum of 12 units. (CSU)

6. **Student Learning Outcomes** (Identify 1-6 expected learner outcomes using active verbs.)

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

1. Apply contemporary approaches to two-dimensional art making through the application of digital techniques.
2. Discuss the use of symbols in visual communication.
3. View, discuss and debate art in written and oral analysis.
4. Produce a Digital Sketchbook CD integrating digital and non-digital media.
5. Implement principles of color to support the creation of original work.
6. Solve creative problems applying innovative methods and approaches to concept development using set parameters, timelines and restrictions.

7. **Course Objectives** (Identify specific teaching objectives detailing course content and activities. *For some courses, the course objectives will be the same as the student learning outcomes. If this is the case, please simply indicate this in this section).*

Same as the SLOs

8. **Course Content** (Brief but complete topical outline of the course that includes major subject areas [1-2 pages]. Should reflect all course objectives listed above. In addition, you may attach a sample course syllabus with a timeline.)

The Digital Sketchbook is an interdisciplinary approach to art making combining digital tools and theory with traditional art theory and practices.

A. Digital Materials and Techniques:

1. Review of Photoshop
 - a. Scanning and importing images
 - b. Manipulating and isolating layers
 - c. Use of selection tools
 - d. Using and combining filters, patterns and palettes
 - e. Adjusting the images: scale, resolution, saturation, hue, levels and curves
2. Power Point as needed to present Digital Sketchbook

B. Combining traditional art techniques and concepts with digital art techniques and concepts

1. Using scanned drawings and paintings to create composites and versions
2. Using digital printouts as ground for drawing, painting and collage
3. Navigating web and other sources to access image libraries (with awareness of copyright law) and clip art for use in traditional and digital media
4. Techniques in combining traditional drawing and painting and mixed media with digital media

5. Formal design elements explored and contrasted in both digital and traditional art: color, line, shape, value, mass/volume, space, texture, balance, focal point, unity and variety

C. Historical and Contemporary Contexts:

1. The evolution of art concepts into digital media (Slide lecture)
2. Examples shown of contemporary digital art (Slide lectures)
3. Reviewing two web-based art communities

D. Collaboration- Students will work on two projects that will develop skills in collaboration to achieve consensus in goals, process and composition. Each of these projects will be developed from research and development into a finished work of art utilizing materials and techniques learned in class.

1. Duet: Students will be paired up to develop and combine concepts from diverse cultural resources.
2. Teams: Students will form a small creative group to develop a project involving civic life.

E. Symbolic Process- An in-depth theoretical and experiential study of symbols including various approaches to representation, identity and branding. Students will choose a symbol to research and be required to make an artwork based on their research and presented to class.

F. Create a portfolio of images combining traditional and digital strategies, concepts and techniques. Result is a Power-Point or iMovie presentation of a Digital Sketchbook.

G. Developing Image Bank: Students will develop a collection of resources and materials from images collected on the web and various other printed sources as well as from their own work. Students will scan and file their artwork for use in digital art projects.

9. **Representative Instructional Methods** (Describe instructor-initiated teaching strategies that will assist students in meeting course objectives. Include examples of out-of-class assignments, required reading and writing assignments, and methods for teaching critical thinking skills.)

A. Lectures and discussion accompanied by slide and video presentations

B. Student-centered discussion and critique utilizing specific guidelines given by instructor

C. Guided exercises in traditional and contemporary material-based art techniques. Drawing, painting, and mixed media will serve as a base to work digitally.

D. Out-of-Class Assignments

1. Digital Image Bank and Traditional Sketchbook: Students will both collect digital images (saved on a portable drive) from various sources and keep a traditional sketchbook of drawings that develop rough ideas and research leading to the development of finished works.

2. Symbolic Process- gathering ideas and resources to be included in the Symbolic Process assignment.

3. Homework- Short assignments based on that week's objectives and completion of art assignments begun in class. Saved on a portable drive.

E. Reading- Complete reading assignments and prepare comments and/or questions for group discussion.

F. Writing and Critical Thinking- students will be required to:

1. Self-evaluate their process of creating one art project
2. Answers questions about class field trip
3. Research, write and present a 3-page paper on an artist

G. Projected digital lectures supported by step-by-step hand outs

H. Field trip to digital artist's studio or museum exhibit

10. **Representative Methods of Evaluation** (Describe measurement of student progress toward course objectives. Courses with required writing component and/or problem-solving emphasis must reflect critical thinking component. If skills class, then applied skills.)

A. Completion of all Assignments

1. Creation of digital image bank on a CD or portable drive
2. Creation of Digital Sketchbook on a CD (Hybrid from scanned studio art work, sketchbook and digital files)
3. Traditional sketch book
4. Reading assignments with prepared questions or comments for in class discussion
5. Homework assignments to practice and refine skills using materials and techniques learned in class and lab
6. Completion and presentation of studio art projects: duet and group collaboration
7. Timely completion of three short writing assignments
8. Presentation of paper about artist researched
9. Final presentation and critique of Digital Sketchbook portfolio and Symbolic Process -

B. Active attendance in classes.

C. Student must demonstrate growth in creative uses of materials and techniques from initial level of ability at the outset of the semester to end of the semester. This will be determined through the classwork, homework, studio art assignments and the final Digital Sketchbook.

Student must demonstrate a willingness to experiment with materials and techniques and a developing ability to propose individual solutions to creative challenges.

D. Student must demonstrate ability to integrate traditional and digital media and name and recall basic techniques in Adobe Photoshop.

E. Student must participate in discussions and critiques.

11. **Representative Text Materials** (With few exceptions, texts need to be current. Include publication dates.)

A class reader prepared by instructor with various articles

Digital Art (World of Art series), Christine Paul, Thames & Hudson, 2003

Free Play- Improvisation in Life and Art, Stephen Nachmanovitch, Tarcher/Putnam, 1990

Recommended reading - On reserve in library:

Digital Art Studio-Techniques for Combining Ink Jet Printing and Traditional Artists Materials, Schminke, Krause, Lhotka, Watson-Guption Publishing, 2004

Prepared by:

(Signature)

Email address:

pittmanj@smccd.edu

Submission Date:
