

**College of San Mateo**  
**Official Course Outline**

**1. COURSE ID:** ART 315    **TITLE:** Mixed Media Art

**Units:** 3.0 units    **Hours/Semester:** 24.0-27.0 Lecture hours; 72.0-81.0 Lab hours; and 48.0-54.0 Homework hours

**Method of Grading:** Grade Option (Letter Grade or P/NP)

**Recommended Preparation:**

Eligibility for ENGL 838 or ENGL 848  
DGME 212

**2. COURSE DESIGNATION:**

**Degree Credit**

**Transfer credit:** CSU; UC

**3. COURSE DESCRIPTIONS:**

**Catalog Description:**

A contemporary approach to two-dimensional art making, combining traditional art media with new digital techniques. Drawing and painting materials will be combined with digital tools such as Photoshop and digital printing in order to enrich visual images and understand contemporary art practices. Prior Photoshop knowledge is not required. Extra supplies will be required. A materials fee in the amount shown in the Schedule of Classes is payable upon registration.

**4. STUDENT LEARNING OUTCOME(S) (SLO'S):**

Upon successful completion of this course, a student will meet the following outcomes:

1. Apply contemporary approaches to two-dimensional art making through the application of mixed media techniques.
2. Conceptualize, formulate and analyze strategies to manifest ideas into visual images.
3. Examine, compare and analyze historical and contemporary examples of mixed media art within a global context.

**5. SPECIFIC INSTRUCTIONAL OBJECTIVES:**

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

1. Students will apply contemporary approaches to two-dimensional art making through the application of digital techniques.
2. Students will create digital prints using Adobe Photoshop software and a digital printer.
3. Students will participate in group discussion of work presented at critiques.
4. Students will produce a portfolio CD/DVD integrating digital and non-digital media, demonstrating their ability to plan and execute finished artworks in traditional and digital media.
5. Students will solve creative problems applying innovative methods and approaches to concept development using set parameters, timelines and restrictions.

**6. COURSE CONTENT:**

**Lecture Content:**

1. Digital Materials and Techniques:
  - A. Introduction to Photoshop
    - a. Scanning and importing images
    - b. Manipulating and isolating layers
    - c. Use of selection tools
    - d. Using and combining filters and palettes
    - e. Adjusting the images: scale, resolution, saturation, hue, levels and curves
  - B. Power Point /iPhoto / iDVD as needed to present Digital Sketchbook.
  - C. Introduction to print workflow.
    - a. Preparation of digital images.
    - b. Preparation of traditional and nontraditional inkjet media.
2. Combining traditional art techniques and concepts with digital art techniques and concepts
  - A. Using scanned drawings and paintings to create composites and versions
  - B. Using digital printouts as ground for drawing, painting and collage
  - C. Techniques in combining traditional drawing and painting and mixed media with digital media.

- D. Formal design elements explored and contrasted in both digital and traditional art
- 3. Contemporary Contexts:
  - A. Examples shown of contemporary digital art (multimedia lectures)
  - B. Researching web-based art communities, galleries and local organizations that support digital artists.
- 4. Symbolic Process- An in-depth theoretical and experiential study of symbols including various approaches to representation, identity and branding. Students will research various historical / contemporary symbols and create an artwork based on their research.
- 5. Create a portfolio of images combining traditional and digital strategies, concepts and techniques. Result is a Power-Point iPhoto iMovie, or iDVD presentation of a Digital Sketchbook.
- 6. 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.

**Lab Content:**

Course lab content are projects and assignments based upon the material and information presented in the course lecture content.

**7. REPRESENTATIVE METHODS OF INSTRUCTION:**

Typical methods of instruction may include:

- A. Lecture
- B. Lab
- C. Directed Study
- D. Critique
- E. Discussion
- F. Field Trips
- G. Individualized Instruction
- H. Observation and Demonstration
- I. Other (Specify):
  - A. Lectures and discussion accompanied by slide, multimedia, 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. Writing and Critical Thinking- students will be required :
    - 1. To self-evaluate their process of creating one art project
    - 2. To answer questions about class field trip.
  - F. Multimedia lectures supported by handouts.
  - G. Field trip to digital artist's studio, gallery, or museum exhibit.

**8. REPRESENTATIVE ASSIGNMENTS**

Representative assignments in this course may include, but are not limited to the following:

**Writing Assignments:**

Writing and Critical Thinking-students will be required:

- 1. To self-evaluate their process of creating one art project.
- 2. To answer questions about class field trip.

**Reading Assignments:**

Multimedia lectures supported by handouts.

**Other Outside Assignments:**

Field trips to museums and artist studios.

**9. REPRESENTATIVE METHODS OF EVALUATION**

Representative methods of evaluation may include:

- A. Class Participation
- B. Class Work
- C. Field Trips
- D. Homework
- E. Lab Activities
- F. Oral Presentation
- G. Papers

H. Portfolios

I. Projects

J. Research Projects

K. A. Completion of all Assignments. 1. Creation of digital image bank on a CD/DVD or portable drive. 2. Creation of Digital Sketchbook, portfolio, on a CD/DVD of works produced throughout the semester. 3. Traditional sketch book. 4. Homework assignments to practice and refine skills using materials and techniques learned in class. 5. Completion and presentation of studio art projects. 6. Timely completion of writing assignments. 7. Final presentation and critique of Digital Sketchbook portfolio. B. Active participation in class discussion and critiques. 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.

10. **REPRESENTATIVE TEXT(S):**

Possible textbooks include:

A. Santiago, K.. *Mixed Media Handbook: Exploring Materials and Techniques*, 1st ed. North Light Books, 2015

**Origination Date:** October 2016

**Curriculum Committee Approval Date:** October 2016

**Effective Term:** Fall 2017

**Course Originator:** Rebecca Alex