

**College of San Mateo
Official Course Outline**

1. COURSE ID: ART 317 **TITLE:** Mixed Media Art 3

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)

Prerequisite: ART 316

Recommended Preparation:

Eligibility for ENGL 838 or ENGL 848

2. COURSE DESIGNATION:

Degree Credit

Transfer credit: CSU; UC

3. COURSE DESCRIPTIONS:

Catalog Description:

Advanced- level work in Mixed Media Art; 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. 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. Demonstrate a working knowledge and understanding of advanced techniques and principles of mixed media art.
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. Apply contemporary approaches to two-dimensional art making through the application of advanced digital and traditional techniques.
2. Create self-initiated mixed media projects using Adobe Photoshop or similar software and a large scale digital printer.
3. Produce a highly developed digital portfolio integrating digital and non-digital media, demonstrating ability to plan and execute finished artworks in traditional and digital media.
4. Students will participate in group discussion of work presented at critiques based upon design elements and principles.
5. Plan, curate and hang an exhibition.
6. Solve creative problems applying innovative methods and approaches to concept development using set parameters, timelines and restrictions.

6. COURSE CONTENT:

Lecture Content:

Digital Materials and Techniques:

- A. Advanced Photoshop Techniques. Based on student centered projects and needs
- B. Advanced portfolio techniques and artist statements.
- C. Advanced print workflow.
 - i. Preparation of digital images.
 - ii. Preparation of traditional and nontraditional inkjet media.

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

- A. Student devised projects for advanced digital techniques based on artistic research
- B. Student centered long term project planning in Mixed Media
- C. Advanced techniques in combining traditional drawing and painting and mixed media with digital media
- D. Advanced critical feedback techniques and presentation of portfolio

Contemporary Contexts:

- A. Contemporary digital art research project (multimedia lectures)
- B. Researching web-based art communities, galleries and local organizations that support digital artists.

Create a portfolio of images combining traditional and digital strategies, concepts and techniques.
Result is professional digital portfolio as a tool to get into gallery shows or art school.

Creating and showing a series or body of work with related content or concepts.**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. Activity
- D. Directed Study
- E. Critique
- F. Discussion
- G. Experiments
- H. Field Trips
- I. Individualized Instruction
- J. Observation and Demonstration
- K. 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 to:

- 1. Self-evaluate their process of creating one art project.
- 2. Answer and analyze questions about class field trips.
- 3. Research and present material about artists in the field of Digital art and Mixed-Media

Reading Assignments:

- 1. Multimedia lectures supported by handouts.
- 2. Reading from the representative texts; "Digital Alchemy" and "The Last Layer" by Bonnie Pierce Lhotka.

Other Outside Assignments:

- 1. Field trips to museums, exhibitions and artist studios.
- 2. Interviews with artists in a related artistic field of interest to further develop a project.

9. REPRESENTATIVE METHODS OF EVALUATION

Representative methods of evaluation may include:

- A. Class Participation
- B. Class Work
- C. Exams/Tests
- D. Field Trips
- E. Group Projects
- F. Homework

G. Lab Activities

H. Oral Presentation

I. Papers

J. Portfolios

K. Quizzes

L. 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 advanced techniques in Adobe Photoshop.

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

Possible textbooks include:

A. Paul, C.. *Digital Art*, 3rd ed. New York City: Thames & Hudson, 2015

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Course Originator: Rebecca Alex