Administrative Unit: Art Department

Course Prefix and Number: ARTS 104

Course Title: Introduction to Computer Assisted Art

Number of:  Credit Hours:  3  Lecture Hours:  0  Laboratory Hours:  6

Catalog Description: An introduction to digital image production techniques. (An exploration of computer-graphic software packages with application in art and design.)

Prerequisite(s)/Corequisite(s): None (ARTS 101, ARTS 120, and ARTS 140 strongly recommended).

Text(s): Textbook(s) listed is/are not necessarily the textbook(s) used in the course.

Most current edition of:

User manuals for Post Production software (Painter 8, Photoshop CS, Point Shop Pro 7, etc.)

User manuals for Digital figure production software (Poser 5)

User manuals for Digital landscape production software (Bryce 5, Vue d’Esprit 4)

User manuals for 3-D modeling and animation software (Animation Master, Rhino, 3-D Studio Max, Lightwave, Maya, etc.)

Course Objectives:

• To explore the strengths, weaknesses and limitations of computer assisted art programs.
• To investigate a variety of digital image production software packages as alternative artistic media.
• To explore the application of design theory in image manipulation with digital media.
• To learn how to integrate similar but technically different digital creative processes into a finished electronic image.

Measurable Learning Outcomes:

• Demonstrate the use in natural media image manipulation software in the production of digital portraiture.
• Demonstrate the use of commercial figure production software and post-production techniques in figurative image production.
• Demonstrate the use of commercial landscape production software and post-production techniques in environmental image production.
• Demonstrate the use of 3-D modeling and animation
software in constructing a 3-D model suitable for animation.

- Demonstrate the ability to integrate a variety of digital image production programs into a unified visual image.

Topical Outline (major areas of coverage):

- Natural media image manipulation software.
  - How to organize digital files for workflow efficiency.
  - Introduction to workspace organization and use of tools and support pallets.
  - Procedural approach to traditional portraiture using natural media image manipulation software.
- Introduction to commercial figure production software.
- Post-production use of image manipulation software.
  - Environmental background production tricks.
  - Integration of the commercial with the personal.
- Introduction to commercial natural environmental production software.
  - Integration of commercial figure and environmental creation software.
  - Post-production tweaking of integrated images.
- Introduction to 3-D modeling.
  - Learning to think three dimensionally with two dimensional images.
  - Use of the internet to assist in 3-D modeling and animation. (How to find free stuff and useful tips).
- Putting it all together. Using multiple software packages as integrated digital image production tools.

Recommended maximum class size for this course: 20

Library Resources: Online databases are available at http://www.ccis.edu/offices/library/resources.asp. You may access them from off-campus using your eServices login and password when prompted.

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Date: January 22, 2005

NOTE: The intention of the master syllabus is to provide an outline of the contents of this course, as specified by the faculty of Columbia College, regardless of who teaches the course, when it is taught or where it is taught. Faculty members teaching this course for Columbia College are expected to facilitate learning pursuant to the course objectives and cover the subjects listed in the topical outline. However, instructors are also encouraged to cover additional topics of interest so long as those topics are relevant to the course’s subject. The master syllabus is, therefore, prescriptive in nature but also allows for a diversity of individual approaches to course material.