

COURSE SYLLABUS

Course Title:	Electronic Painting and Drawing		Date submitted:	Spring 2014 (AAC: 14-23)	
Department:	Arts and Media				
Curriculum:	Visual Fine Arts				
Course Descriptors: Make certain that the course descriptors are consistent with college and Board of Trustees policies, and the current course numbering system.	Course Code: (eg. ACC 101)	ART*220	Prerequisites:		
	Course Type:	Z	C- or better in Drawing I (ART*111)		
	A: Clinical B: Lab D: Distance Learning I: Individual/Independent L: Lecture N: Internship M: Seminar P: Practicum U: Studio X: Combined Lecture/Lab Y: Combined Lecture/ Clinical/Lab Z: Combined Lecture/Studio				
	Elective Type:	FA/G/HU/LAS			
	AH: Art History E: English FA: Fine Arts FL: Foreign Language G: General HI: History HU: Humanities LAS: Liberal Arts & Sciences M: Math S: Science SS: Social Science				
	Credit Hours:	3	Corequisites:		
	Developmental: (yes/no)	No	None		
	Lecture:	2			
	Clinical:	0			
	Lab:	0			
Studio:	2				
Other:	0				
Contact Hours:	TOTAL: 4	Other Requirements:			
Class Maximum:	18	None			
Semesters Offered:	F/S				
Catalog Course Description:	Designed for either Fine Art or Graphic Design majors focused on creative interpretation of art forms with the program Painter on the computer. Projects cover a broad range of subject matter from the representational to creative abstraction. Emphasis is on compositional arrangement, color, form, and creative use of Painter's tools and palettes. Completed projects are printed on high-end ink jet printers.				
Topical Outline: List course content in outline format.	<ol style="list-style-type: none"> 1. Study and application of the user interface in Corel Painter. 2. Basic line and tone drawings. 3. Modeling, gradations, palettes, brushes, textures, scaling, paper surfaces. 4. Surface enhancement, filters, special tools 5. Interfacing of scanned, digital photographs and created images 6. Complex layering, floaters, masking 				
Outcomes:	Upon successful completion of this course, the student will be able to do the				

<p>Describe measurable skills or knowledge that students should be able to demonstrate as evidence that they have mastered the course content.</p>	<p>following:</p> <ol style="list-style-type: none"> 1. demonstrate a fluency with the computer as a sophisticated drawing medium 2. develop technical skills on the computer with the program Painter. 3. enhance creative possibilities as applied to the computer environment 4. develop logical thinking skills as applied to the computer program Painter 5. design projects and implement such through electronic imaging 6. control commands of specific tools 7. understand processes of computer keystroke functions 8. demonstrate the ability to flatbed scanning, slide scanning <hr/> <p>PROGRAM: <i>(Numbering reflects Program Outcomes as they appear in the college catalog)</i></p> <p><u>VISUAL FINE ARTS ASSOCIATE DEGREE</u></p> <ol style="list-style-type: none"> 1. demonstrate the concepts associated with formal artistic composition in two-dimensional image creation 2. demonstrate skills in handling materials in drawing, painting, and design 3. exhibit the importance of craft and professionalism in creating visual works of art 4. demonstrate the ability to work out visual problems as they occur in specific projects to achieve competent design resolutions 5. control spatial illusions and learn how to manipulate materials to create spatial illusions on a two-dimensional surface; understand form and shape relationships 6. control materials to produce pre-determined desired visual effects 7. exhibit a sense of color systems, tonal relationships, and value relationships 9. demonstrate creative solutions to aesthetic problems via a professional portfolio presentation 10. exhibit a sense of aesthetics and sensitivity toward diverse areas of visual art 11. demonstrate the ability to communicate artistic ideas and concepts clearly and effectively 12. use critical thinking and philosophical skills as they apply to the artistic process <hr/> <p>GENERAL EDUCATION:</p> <ol style="list-style-type: none"> 1. Aesthetic Dimensions - Students will understand the diverse nature, meanings, and functions of creative endeavors through the study and practice of literature, music, the theatrical and visual arts, and related forms of expression. <ul style="list-style-type: none"> Demonstrates: Identifies and describes formal aspects, historical or cultural context, and aesthetic elements of the genre with clarity and appropriate vocabulary. Does Not Demonstrate: Unable to clearly identify and describe the formal aspects, historical context, and aesthetic elements of the genre.
<p>Evaluation: List how the above outcomes will be assessed.</p>	<p>Assessment will be based on the following criteria:</p> <ul style="list-style-type: none"> Assignments Quizzes Written assignments Final portfolio of finished artwork

<p>Instructional Resources:</p> <p>List library (e.g. books, journals, on-line resources), technological (e.g. Smartboard, software), and other resources (e.g. equipment, supplies, facilities) required and desired to teach this course.</p>	<p>Required: Mac Computer laboratory</p> <p>Desired: None</p>
<p>Textbook(s)</p>	<p>Painter Wow! Text. Current version</p>