Course Outline for: ART 1900 Topics in Art: Intro to Digital Drawing

A.   **Course Description**
1.   Number of credits: 3
2.   Lecture hours per week: 1
Studio hours per week: 4
3.   Prerequisites: None
4.   Corequisites: None
5.   MnTC Goals: None

Introduction to the technical and conceptual practice of digital drawing as a creative medium. Raster and vector-based software programs and drawing tablets are used in the course for digital output of projects. Emphasis will be placed on the visual elements and principles of design using various digital drawing techniques. Development of critique and related vocabulary.

B.   **Date last reviewed/updated:** December 2022

C.   **Outline of Major Content Areas**
1.   Methods and techniques of digital drawing
2.   Translating visual elements onto a computer: line, value, texture, shape, space, color, etc.
3.   Various output methods for viewing on screen such as digital illustration and animation
4.   Various output methods for digital fabrication such as inkjet printing and laser-cutting
5.   Equipment and software overview for executing both raster and vector-based drawings
6.   Historic and contemporary artistic influences in the field of digital drawing
7.   Development of aesthetics and critical analysis

D.   **Course Learning Outcomes**
Upon successful completion of the course, the student will be able to:
1.   Explain the basic visual elements and principles of design present in all works of art, and explain works of art in terms of these elements and principles.
2.   Demonstrate effective use of visual elements such as line, value, texture, space, shape and color by successfully completing a variety of digital drawing assignments.
3.   Explain basic computer operation using visual software programs and techniques of digital drawing as a means to a creative end.
4.   Demonstrate technical abilities in utilizing software programs and equipment by successfully completing a variety of digital drawing assignments.
5.   Identify terminology, advantages and limitations of digital drawing software.

6. Create original artworks that explore a variety of formal and conceptual problems, demonstrate a visual vocabulary, and the ability to make effective aesthetic judgements.
7. Analyze historic and contemporary digital imagery: styles, techniques, terminology, and materials.
8. Discuss and explain the effectiveness of personal artwork and those of others by participating in class critique.
9. Demonstrate an understanding of health and safety issues within the discipline.

E.   Methods for Assessing Student Learning
Individual instructors may develop their own methods for assessing performance.
Methods of evaluation may include:
1. Instructor's record of student's active participation in the class as demonstrated by regular attendance, preparation, class discussions, and group or individual critiques.
2. Instructor's record of student's understanding of discipline appropriate terminology and concepts as demonstrated in critiques, whether oral, written, group, or individual.
3. Instructor's analysis of student's well-presented, completed work that demonstrates comprehension, exploration, and strong technical skills.
4. Exams focusing on discipline specific terminology, historical concepts, and processes.
5. Written work (essays, critical response papers, research projects, etc.) using discipline appropriate terminology and appropriate academic style.

F.   Special Information Print "None" if there isn't any.
Basic understanding of the computer. In addition to class time, students work a minimum of four hours per week outside of class.