

Course Code:

PELC252

1. Course Title:

Digital Painting (with Photoshop)

2. Academic Session:

2017-2018

3. Level:

SCQF 11

4. Credits:

15

5. Lead School/Board of Studies:

School of Simulation and Visualisation

6. Course Contact:

Dr. Sandy Louchart

7. Course Aims:

The course will provide an overview of a range of techniques and practices through which a digital painting can be produced and distributed. The main focus of the course is on:

- Introducing students to fundamental principles of digital painting.
- Introducing and reviewing hardware, tools, practices and techniques related to digital painting production and distribution.
- Providing students with experience relevant to commercialisation and creative applications..

8. Intended Learning Outcomes of Course:

On successful completion of the course the student will be able to:

1. Demonstrate a critical understanding of a range of specialised principles and concepts of digital painting
2. Plan and execute a digital project through to the preparation of a digital painting
3. Use a range of computer-based painting techniques to support and enhance digital work
4. Critically reflect on the range of digital painting techniques, approaches and tools in creative industries.

9. Indicative Content:

This course will support students in developing knowledge and expertise on a range of principles, techniques, practices, methods and tools for effective digital painting.

Students will learn skills towards the production of a digital painting and gain an increased understanding and awareness of possibilities in digital painting.

The course will cover the following, indicative topics:

- Digital requirements for the production of digital painting (hardware, software, files, formats)
- Understanding digital images
- Understanding the relationship between art styles, formats, computing and production tools
- Exploring the role of digital painting in commercial and contemporary art practices
- Painting and compositing methods for digital productions
- Digital painting tools and approaches (i.e. brushes, strokes, masks, etc.)
- Digital painting software (e.g. Adobe Photoshop, Krita, Sketchbook Pro, Clip Studio)
- Digital production pipeline (i.e. Sketching, values, setting brush pressure, lasso etc.)
- Digital layering approaches, blend modes and opacity levels
- Managing the digital workflow (i.e. Import formats, image editing treatment, colour grading, etc.)
- Introduction to post-processing and digital display

10. Description of Summative Assessment:

For this course, students must submit:

- Coursework 1 weighting: 30% (assessing LO1)

A 1000 word critical reflection on the project, its inspirations, production pipeline, techniques, methods and its place in own practice.

- Coursework 2 weighting: 70% (assessing LO1-3)

A highly detailed, complex, textured and well rendered digital painting portfolio ready for digital distribution and display

Students will be given a range of choices and options for subjects, to allow them to situate the projects within their own disciplines and domains.

Coursework: 100%

10.1 Please describe the Summative Assessment arrangements:

No	Assessment Method	Description of Assessment Method	Weight %	Submission week (assignments) or length (exam)
1	Individual Journal	Critical Reflection	30	Week 8
2	Individual Assignment	Digital Painting Portfolio	70	Week 10

11. Formative Assessment:

Individual and cohort feedback is available during tutorials in order to provide formative assessment.

Individual written work can be formatively reviewed by submission of draft text or prototype.

Specific sessions are schedule for assessing student work progress at key stages of the course (Week

2 and 7).

11.1 Please describe the Formative Assessment arrangements:

Feedback on work in progress is provided through tutorial sessions.

12. Collaborative:

Yes

No

12.1 Teaching Institutions:

9T

13. Requirements of Entry:

None

14. Co-requisites:

None

15. Associated Programmes:

None

16. When Taught:

Stage 2

17. Timetable:

Timetable will be available in the induction week.

18. Available to Visiting Students:

Yes

No

19. Distance Learning:

Yes

No

20. Placement:

Yes

No

21. Learning and Teaching Methods:

Method	Formal Contact Hours	Notional Learning Hours (Including formal contact hours)
Lecture		
Studio		
Seminar/Presentation	12	20
Tutorial	8	20

Workshop		
Laboratory work		
Project work		50
Professional Practice		
E-Learning / Distance Learning		
Placement		
Examination		
Essay		
Private Study		60
Other (please specify below)		
TOTAL	20	150

22. Description of "Other" Teaching and Learning Methods:

N/A

23. Additional Relevant Information:

2D computer graphics are an inherently visual medium, involving working with visual display units. As such, this course may not be suitable for some visually impaired students. Students for whom this is a concern may contact the course tutor for further discussion.

24. Indicative Bibliography:

1. 3DTotal Publishing, 2012. *Beginner's Guide to Digital Painting in Photoshop*. 3DTotal Publishing; Slp edition - ISBN-10: 0955153077
2. 3DTotal Publishing, 2016. *Master the Art of Speed Painting* – 3DTotal Publishing. 01 edition - ISBN-10: 1909414344
3. Gurney, J., 2010. *Color and Light: A Guide for the Realist Painter*. Andrews McMeel Publishing - ISBN-10: 0740797719
4. Williams, A., 2017. *History of Digital Games: Developments in Art, Design and Interaction*. Focal Press; 1 edition - ISBN-10: 113888555X
5. Wands, B., 2017. *Art of the Digital Age*. Thames and Hudson Ltd; New edition edition - ISBN-10: 0500286299
6. Imagine FX Magazine
7. Computer Art Magazine
8. Coolvibe, 2017. *Coolvibe*. Available at: <<http://coolvibe.com/>> [Accessed 8 March 2017]
9. Dribbble, 2017. *Dribbble*. Available at: <<https://dribbble.com/>> [Accessed 8 March 2017]
10. Pinterest, 2017. *Pinterest*. Available at: <<https://uk.pinterest.com/>> [Accessed 8 March 2017]
11. Deviant art, 2017. *Deviant Art*. Available at: <<http://www.deviantart.com/>> [Accessed 8 March 2017]

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