

SYLLABUS

Recommended reading:

Digital Painting Techniques

Masters Collection
ISBN-10: 0240521749

Online resources:

<http://www.3dtotal.com>

[http://www.focalpress.com/
digitalartmasters/](http://www.focalpress.com/digitalartmasters/)

Office hours:

College of Architecture
Langford A133

Tuesday 3:00 PM - 4:00 PM
Thursday 3:00 PM - 4:00 PM

Instructor Anatol Bologan

abologan@arch.tamu.edu

Office: Langford A133

Course Description

Theory and practice of digital painting media; exploration of traditional and new forms of art making and creativity; emphasis on color theory.

Prerequisites: Any drawing course or approval of instructor and undergraduate degree coordinator.

Course Objectives

Students will study and use basic and advanced techniques of digital painting in Adobe Photoshop to create portfolio level work. Projects usually include illustration including concept art, character design, and art direction, and can also include original artistic goals agreed to with instructor, including texturing of CG models, etc. Significant progress toward excellence and development of a personal vision is expected through focus and practice. Creativity is encouraged.

Resource Material:

Mac, Wacom Tablets and Photoshop: We work with these in the Mac Lab. Macintosh computers and Adobe Photoshop software provided in Mac Lab. Check out Wacom tablets from Viz office.

Photoshop: You should be familiar with the basics of Photoshop before you take the course. Please study before you join the class, including basic concepts and shortcuts using keys. We will review at beginning of course, but it is expected that you are familiar with the program.

Storage: You must have external storage for files, or store with thumb drive onto your computer.

Printing: Work will be printed and presented as needed. It is free to Viz students. You can also print at Media Center on ground floor of Langford A, and at Copy Corner etc.

Attendance

This is a studio course: attendance is required. Absences will affect final grade. Please do not come late or leave early. Speak to me beforehand if you will need to miss class. University Policy: The University views class attendance as the responsibility of an individual student. Attendance is essential to complete the course successfully. University rules related to excused and unexcused absences are located online at <http://student-rules.tamu.edu/rule07>

Assessment and Grade Evaluation

Work is due for preliminary critiques, and final critiques with fellow class members. Grading takes place in portfolio reviews during and at the end of the semester. Grades are based on attendance, excellence of work, thoroughness of process, consistent progress, developing a personal vision, and ability to collaborate with and help others. Late work will affect final grade.

Grading

Attendance	10%
Participation	10%
“Princess and the Frog” Project	10%
“Illustration” Project	15%
“Self Portrait” Project	15%
“Alternate Reality A&M” Project	15%
Final Project	25%
Total:	100%

A = Excellent (100 - 90)

B = Very Good – Good+ (89 - 80)

C = Good – Acceptable (79 - 70)

D = Below Average (69 - 60)

F = Unacceptable (59 - 0)

Deadlines will be clearly noted on eLearning and/or project printouts. It is your responsibility to keep track of when your work is due and ensure that you are clear on project expectations. All grades will be posted through eLearning.

Important Information

The Americans with Disabilities Act (ADA) is a federal anti-discrimination statute that provides comprehensive civil rights protection for persons with disabilities. Among other things, this legislation requires that all students with disabilities be guaranteed a learning environment that provides for reasonable accommodation of their disabilities. If you believe you have a disability

requiring an accommodation, please contact Disability Services, in Cain Hall, Room B118, or call 979-845-1637. For additional information visit <http://disability.tamu.edu>.

Academic Calendar: <http://registrar.tamu.edu/General/Calendar.aspx>

Final Exam Schedule: <http://registrar.tamu.edu/General/FinalSchedule.aspx>

On-Line Catalog: <http://catalog.tamu.edu/>

Student Rules: <http://student-rules.tamu.edu/>

Religious Observances: <http://dof.tamu.edu/node/75>

Plagiarism

As commonly defined, plagiarism consists of passing off as one's own ideas, work, writings, etc., which belong to another. In accordance with this definition, you are committing plagiarism if you copy the work of another person and turn it in as your own, even if you should have the permission of that person. Plagiarism is one of the worst academic sins, for the plagiarist destroys the trust among colleagues without which research cannot be safely communicated. If you have questions regarding plagiarism, please consult the latest issue of the Texas A&M University Student Rules, under the section "Scholastic Dishonesty."

Aggie Honor Code

"An Aggie does not lie, cheat or steal or tolerate those who do."

For additional information please visit: <http://aggiehonor.tamu.edu>

Copyright Statement

Please note that all handouts and supplements used in this course are copyrighted. This includes all materials generated for this class, including but not limited to syllabi, exams, in-class materials, review sheets, and lecture outlines. Materials may be downloaded or photocopied for personal use only, and may not be given or sold to other individuals.

Digital Painting - ARTS 325 Class Schedule Spring 2016
 Monday-Wednesday 16:10 pm - 18:40

DATE	PROJECT THEME	ADDITIONAL INFO
Week 1		
Photoshop Basics and Brushes		Get UIN # for building access. Digital Painting Techniques Ch. 1
Week 2		
Speed Painting "Princess and the Frog"	Line Art supplied	Digital Painting Techniques Ch. 2
Week 3		
"Princess and the Frog"	Monday-Work Day and Final Critiques -Wednesday Friday- Due	Photos taken for self portrait Prints ready for self portrait Digital Painting Techniques Ch. 5
Week 4		
Painting Humans and Anatomy "Self Portrait"	Work Week	Photos taken for self portrait Prints ready for self portrait Digital Painting Techniques Ch. 5
Week 5		
"Self Portrait" Due	Monday-Work Day and Critiques Friday - Due	Digital Painting Techniques Ch. 6
Week 6		
Start work on the "Illustration"	Present sketches	
Week 7		
"Illustration"	Work week and critiques	Read the novel supplied and work on concepts at home for the "Illustration" project.
Week 8		
"Illustration"	Work Week. Friday - Due	
Week 9		
Matte Painting "Alternate Reality A&M"	Work Week	Photos taken of campus, people. Digital Painting Techniques Ch. 3
Week 10		
"Alternate Reality A&M"	Work week and critiques. Friday - Due	

Week 11		
"Final Project"	Monday – Present concepts	
Week 12		
"Final Project"	Work week and critiques	
Week 13		
"Final Project"	Friday - Due	
Week 14		
Printing, Exhibition		Prin works for final show Last day / hang final show