

ART 919 COMPUTER ART I

- I. Course Description:
This art studio course is an introduction to computer applications in the visual arts: A computer based approach to visual image manipulation and original generation, including the integration of computer hardware, software, and peripheral devices as tools to create and combine traditional and contemporary visual ideas as applied to art.
- II. Prerequisites:
Drawing I and 2D Design, or permission of the instructor.
- III. Credit Hours:
Three (3) A studio class meeting six (6) clock hours per week.
- IV. Media:
Working with both raster and vector software, such as Photoshop/Painter and Illustrator/Freehand.
- V. Concepts and skills should include but not be limited to:
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| Intro to tools | Global color | Filters/effects |
| Basic selection techniques | adjustments | Drawing |
| Input | Colorizing | Painting |
| Drawing | Brush controls | Modes |
| Bezier curves | Composite images | Cloning |
| Modifying images | Layering | Fills |
| Masking | Channels | Paths |
| Manipulation of text | Formatting | Blends |
| Primitive attributes | Output | |
| | Image adjustments | |
- VI. Critical Analysis:
Appropriate integration of design and technique, form and content.
Class and individual critiques.
- VII. Historical Reference:
Examples of both computer and non-computer art as models for reference.
- VIII. Suggested References:
Current publications appropriate to the software programs being utilized. A text is strongly recommended for each software used.

Adopted by IHEAA: 4/8/05

Endorsed by IAI Art Major Panel: 4/8/05

The Illinois Higher Education Art Association (IHEAA) and the IAI Art Major Panel both recognize that each discipline within an art program has specific objectives that are routinely formulated by each faculty member during the course of teaching a class. It is not the intention of these skills and content outlines to impose specific course objectives or approaches, or to prescribe projects, which are the domain of each individual instructor. These skills and content outlines, however, are intended to suggest a set of minimum expectations or standards from which specific individual objectives and approaches may be developed. Instructors may provide additional experiences, content and skills, but they should cover what is outlined to assure continuity among courses with similar titles.