

# Introduction to digital media

## I. Course Description:

An introduction to the use of digital technology as a tool in the creation of art or the graphic arts. Emphasis is placed on developing, improving, and applying fundamental visual design skills and conceptual thinking to artworks using digital equipment and applications. Course includes vocabulary development, critical analysis activities, and reference to contemporary and historic models of digital media.

II. **Credit Hours:** Three (3) A studio class meeting six (6) clock hours per week

## III. Media:

Emphasis is placed on digital media supporting vector and raster art: such as Adobe Photoshop and Illustrator

## IV. Concepts and skills should include but not limited to:

- software literacy.
- computer interfacing
- composition
- font management
- web literacy
- basic drawing skills
- organizational principles

*Note: It is strongly recommended that students maintain sketchbooks for this class*

## VI. Critical Analysis:

Class and Individual Critiques providing for understanding of the criteria and standards used in assessing performance

## VII. Historical Reference:

Connect various contemporary, historical, and multi-cultural digital art as models for digital art reference in this particular studio / aesthetic practice in the development of visual literacy.

## VIII. Health and Safety:

Students should be made aware of the safety issues involved in working with art materials and techniques for this course work, including proper use, storage, and disposal.

## IX. Suggested References/Texts

*Elements and Principles of 4D Art and Design*, by Ellen Mueller

**Adopted by IHEAA,**

**Endorsed by IAI Art Major Panel,**

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 faculty within the discipline. These objectives are further defined and implemented 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 approach or to prescribe projects - 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 can 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.