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
- wed 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 **Historical Reference**: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,*