# 8/11/2020

# brcc keystone logo

Baton Rouge Community College

*Academic Affairs Master Syllabus*

Date Approved: 2 September 2020

Term and Year of Implementation: Fall 2020

**Course Title:** Digital Art

**BRCC Course Rubric:** ARTS 2003

**Previous Course Rubric**: ARTS 200

**Lecture Hours per week-Lab Hours per week-Credit Hours**: 0-6-3

**Per semester: Lecture Hours-Lab Hours-Instructional Contact Hours**: 0-90-90

**Louisiana Common Course Number:**

**CIP Code:** 50.0102

**Course Description:** Introduces the student to the use of the computer for the creation of digital art. This studio course will focus on learning programs in the Adobe Creative Suite to create original artworks. This course requires a studio/materials fee.

**Prerequisites:**  None

**Co-requisites:** None

**Suggested Enrollment Cap:** 18

**Learning Outcomes.** *Upon successful completion of this course, the students will be able to:*

1. Develop an ability to appraise the value and efficacy of digital art processes using a familiarity with past, current, and emerging trends.

2. Evaluate digital art as a synthesis of technology and fine art.

3. Create digital art projects using imaging software with technical proficiency.

4. Create digital art projects that reflect personal aesthetic and conceptual concerns.

**Assessment Measures.** Assessment of all learning outcomes will be measured using the following methods:

1. Digital art projects evaluated during peer critiques and graded with an instructor-designed rubric.

2. Final project and accompanying end-of-semester portfolio review evaluated with an instructor-designed rubric.

**Information to be included on the Instructor’s Course Syllabi:**

* ***Disability Statement*:** Baton Rouge Community College seeks to meet the needs of its students in many ways. See the Office of Disability Services to receive suggestions for disability statements that should be included in each syllabus.
* ***Grading:*** The College grading policy should be included in the course syllabus. Any special practices should also go here. This should include the instructor’s and/or the department’s policy for make-up work. For example in a speech course, “Speeches not given on due date will receive no grade higher than a sixty” or “Make-up work will not be accepted after the last day of class”.
* ***Attendance Policy*:** Include the overall attendance policy of the college. Instructors may want to add additional information in individual syllabi to meet the needs of their courses.
* ***General Policies*:** Instructors’ policy on the use of things such as beepers and cell phones and/or hand held programmable calculators should be covered in this section.
* ***Cheating and Plagiarism*:** This must be included in all syllabi and should include the penalties for incidents in a given class. Students should have a clear idea of what constitutes cheating in a given course.
* ***Safety Concerns:*** In some courses, this may be a major issue. For example, “No student will be allowed in the lab without safety glasses”. General statements such as, “Items that may be harmful to one’s self or others should not be brought to class”.
* ***Library/ Learning Resources:*** Since the development of the total person is part of our mission, assignments in the library and/or the Learning Resources Center should be included to assist students in enhancing skills and in using resources. Students should be encouraged to use the library for reading enjoyment as part of lifelong learning.

**Expanded Course Outline:**

I. Computer Basics

A. Saving files

B. File Management

II. Introduction to Photoshop tools and Interface

A. Bars and menus

B. Inspector pallets, tools, commands

C. Bitmap/Raster images

D. Layers, masks, filters

E. Duotones

F. Color adjustment

G. Color levels

III. Introduction to Printing

A. Bitmap images

B. File size

C. Resolution

D. Image size

E. Color

F. Color Separation

IV. Introduction to Scanning

A. Manipulating a drawing or photo

B. Creating a montage from supplied sources

V. Introduction to Illustrator

A. Bars and menus

B. Pallets, tools, key commands

C. Vector

D. Outlining Objects

E. Exporting

F. Layers

G. Paths

VI. How to speak about your own work and the work of others from a critical point of view

A. The artist’s statement

B. Form and content