

AG 1070 - DIGITAL PAINTING FOR FILM + GAMES

Credits: 3

This studio-based course will explore the foundations of digital painting and how it applies to every level of the production process. Students will learn the fundamentals of color, composition, blending modes, custom brush creation/utilization, and working resolutions. Upon successful completion of this course, students will have applied these skills to a variety of projects—from speed painting to matte painting and paint-overs.

Prerequisites: FD 1120 Topics in Color. All BFA AN/GA students are required to adhere to the prerequisite.

Notes: (Formerly AN 2270 Digital Painting for Film + Games)

Course Learning Outcomes	Exceeding	Meeting	Developing	Not meeting	Program Outcomes	Institutional Outcomes
Recognize the applications of Digital Painting in a studio production pipeline.	Student relates a critical recognition of the applications of digital painting in the production pipeline to both assignments and discussions	Student expresses recognition of the applications of digital painting in the production pipeline	Student shows limited ability to state the applications of digital painting in the production pipeline	Student does not demonstrate a recognition of the applications of digital painting in the production pipeline	AN2D-6	Design Competence
Create and use custom brushes from a variety of photographic and hand-drawn images.	Work expresses exemplary understanding of brush creation through inventive use of photographic and hand-drawn source materials	Work demonstrates competent understanding of brush creation through effective use of photographic and hand-drawn source materials	Work demonstrates limited understanding of brush creation through use of photographic and hand-drawn source materials	Work does not demonstrate an understanding of brush creation through the use of photographic and hand-drawn source materials	AN2D-3, AN2D-6, AN2D-8	Design Competence
Demonstrate techniques for rapid concept visualization.	Work is an exemplary and creative execution of detail, composition, and color blocking within the 25-minute timeframe	Work demonstrates an effective use of detail, composition, and color blocking within the 25-minute timeframe	Work demonstrates a limited ability to execute detail, composition, and/or color blocking, and may exceed the allowed time limit for the assignment	Work contains too much detail, poor composition, and/or indeterminate color blocking, and may exceed allowed time limit for the assignment	AN2D-3, AN2D-6, AN2D-7, AN2D-8	Design Competence Critical Thinking
Apply traditional art techniques such as: composition, tone, color, shape, texture, value and contrast within digital environments.	Work expresses an exemplary understanding and creative execution of traditional art techniques in a digital environment: <ul style="list-style-type: none"> ▫ Visual components such as line and shape ▫ Macro details such as composition, color, and lighting ▫ Expression and mood 	Work demonstrates competent understanding and execution of traditional art techniques in a digital environment <ul style="list-style-type: none"> ▫ Visual components such as line and shape ▫ Macro details such as composition, color, and lighting ▫ Expression, voice and mood 	Work demonstrates limited understanding of the use of traditional art techniques in a digital environment: <ul style="list-style-type: none"> ▫ Visual components such as line and shape ▫ Macro details such as composition, color, and lighting ▫ Expression, voice and mood 	Work does not demonstrate understanding of the use of traditional art techniques in a digital environment	AN2D-7, AN2D-8	Communication Competence