

**LAST REVIEW: 2004-2005** **NEXT REVIEW: 2014-2015**  
*(i.e. 2003-2004)* *(i.e. 2008-2009)*

**STATUS: A**  
*(A, I, D)*

**COURSE TITLE: Computer Art**

**COMMON COURSE NUMBER: ART 1600C**

**CREDIT HOURS: 3**

**CONTACT HOUR BREAKDOWN**

*(per 16 week term)*

**CLOCK HOURS:**  
*(Voc. Course ONLY)*

Lecture: Lab: **96**

Clinic: Other:

**PREREQUISITE(S): None**

**COREQUISITE(S): None**

**PRE/COREQUISITE(S): None**

**COURSE DESCRIPTION** *(750 characters, maximum)*: A basic course in how the computer can be adapted and used in the visual arts. Creative uses of the computer and assorted hardware and software will introduce the student to fine art and applied art applications. A knowledge of programming is not required.

General Education Requirements – Associate of Arts Degree (AA), meets Area(s):

General Education Requirements – Associate in Science Degree (AS), meets Area(s):

General Education Requirements – Associate in Applied Science Degree (AAS), meets Area(s):

## **UNIT TITLES**

1. Introduction to and application of computer hardware and software in the Visual Arts.
2. Use and practice of elements and principles of art to Computer Generated Arts.
3. Function and application of pixel-based imaging programs (“painting” / photo-editing – e.g., Photoshop)
4. Function and application of vector-based imaging programs (“drawing”– e.g., Illustrator)
5. Experimental / Alternative uses of computers for visual artists

**Common Course Number: ART1600C**

## **UNITS**

Unit 1-Introduction to and application of computer hardware and software in the Visual Arts.

General Outcome:

- 1.0 The student shall: identify, differentiate and incorporate the knowledge and practice of computer hardware and software as it pertains to the Visual Arts.

Specific Measurable Learning Outcomes:

Upon successful completion of this unit, the student shall be able to:

- 1.1 Demonstrate, discuss and utilize concepts related to:
  - 1.1.1 Interface for computer systems
  - 1.1.2 Memory and file management
  - 1.1.3 File formats
  - 1.1.4 Principles of color used by imaging software
  - 1.1.5 Scanning

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## **UNITS**

### **Unit 2-Use and practice of elements and principles of art to Computer Generated Arts.**

General Outcome:

- 2.0 The student shall: identify, differentiate and incorporate the elements and principles of art as they apply to computer art.

Specific Measurable Learning Outcomes:

Upon successful completion of this unit, the student shall be able to:

- 2.1 Demonstrate, discuss and practice concepts related to:
  - 2.1.1 The use of line
  - 2.1.2 The function of shape
  - 2.1.3 The use of tonal values
  - 2.1.4 The principles of color theory
- 2.2 Demonstrate, discuss and create computer art work using composition in relation to the following principles:
  - 2.2.1 Unity
  - 2.2.2 Balance
  - 2.2.3 Space
  - 2.2.4 Motion
  - 2.2.5 Rhythm
  - 2.2.6 Continuity
  - 2.2.7 Closure
  - 2.2.8 Proximity
  - 2.2.9 Juxtaposition

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**Unit 3 Function and application of pixel-based imaging programs (“painting” / photo-editing – e.g., Photoshop)**

General Outcome:

- 3.0 The student shall: understand and apply painting and photo-enhancement capabilities of pixel-based software used to create art works on the computer.

Specific Measurable Learning Outcomes:

Upon successful completion of this unit, the student shall be able to:

- 3.1 Create computer generated artwork utilizing:
  - 3.1.1 Drawing and painting tools and menus
  - 3.1.2 Selection tools and menus
  - 3.1.3 Image enhancement tools and menus
  - 3.1.4 Color capabilities
  - 3.1.5 Apply creative use pixel-based programs to art work

**Common Course Number: ART1600C**

**Unit 4 Function and application of vector-based imaging programs (“drawing”– e.g., Illustrator)**

General Outcome:

- 4.0 The student shall: understand and apply drawing and illustration capabilities of vector-based software used to create art works on the computer.

Specific Measurable Learning Outcomes:

Upon successful completion of this unit, the student shall be able to:

- 4.1 Create computer generated artwork utilizing:
  - 4.1.1 Basic mechanisms of “path” programs (e.g., anchor points, line segments, direction lines, open and closed paths, etc.).
  - 4.1.2 Basic tools and menus
  - 4.1.3 Selection tools and menus
  - 4.1.4 Intermediate options of vector-based programs (e.g., pathfinder, mesh tool, live paint and trace, etc.).
  - 4.1.5 Color capabilities
  - 4.1.6 Apply creative uses vector-based programs to art works

**Common Course Number: ART1600C**

**Unit 5 Experimental / Alternative uses of computers for visual artists**

General Outcome: The student shall: understand and create images using experimental/alternate potential of computer imaging systems.

Specific Measurable Learning Outcomes:

Upon successful completion of this unit, the student shall be able to:

- 5.1 Expand creative use of alternative means for using hardware for imaging on the computer (e.g., scanner, photographic sources, tablets, printers, systems, etc.).
- 5.2 Experiment with creative use of alternative means for using software for imaging on the computer.
- 5.3 Demonstrate and create alternative outputs of computer generated artworks (e.g. monitor, projector, and print outputs).