

COURSE OUTLINE

1. GENERAL

SCHOOL	APPLIED SCIENCES		
DEPARTMENT	DIGITAL MEDIA AND COMMUNICATION		
LEVEL OF STUDY	UNDERGRADUATE		
COURSE UNIT CODE	DMC 653	SEMESTER OF STUDY	6th
COURSE TITLE	DIGITAL ART		
COURSEWORK BREAKDOWN		TEACHING WEEKLY HOURS	ECTS Credits
Lectures		2	
Practice - Workshops		1	
Total		3	4
COURSE UNIT TYPE	Elective, General Course Infrastructure		
PREREQUISITES :	-		
LANGUAGE OF INSTRUCTION/EXAMS:	GREEK		
COURSE DELIVERED TO ERASMUS STUDENTS	Yes (in English)		
MODULE WEB PAGE (URL)	TBA		

2. LEARNING OUTCOMES

Learning Outcomes

The course provides techniques and methods for creating digital art and challenges student creativity for creating a digital art works.

Upon successful completion of the course the students must be able to:

- Manipulate digital designs for producing graphic art.
- Create digital illustrations and graphic art from concept to completion
- Evaluate and resolve design problems
- Assess, select and combine the appropriate design techniques and digital graphic tools for creating unique and expressive digital design works.

General Skills

- Autonomous Work
- Search, analysis and synthesis of data with the use of new technologies
- Free, creative and inductive thought

3. COURSE CONTENTS

- History of digital art
- Digital brushes
- Matte digital paints
- Line and Silhouette
- Basic Shapes as Aid in Drawings
- Straights and Curves
- Perspective
- Space and Depth
- Expressions
- Force
- Rhythm and balance
- Digital creatures

- Humans
- Environments
- Characters
- Portraiture
- Science fiction
- Fantasy

4. TEACHING METHODS - ASSESSMENT

MODE OF DELIVERY	In-Class	
USE OF INFORMATION AND COMMUNICATION TECHNOLOGY	Support of the learning process through the e-class platform. Support of the learning process through multimedia video-lessons.	
TEACHING METHODS	<i>Method description</i>	<i>Semester Workload</i>
	Lectures	26
	Practice - Workshops	13
	Project Work (non-compulsory)	24
	Personal Study	37
	<i>Total Work Load for student with project work</i>	100
	Lectures	26
	Practice - Workshops	13
	Personal Study	61
	<i>Total Work Load for student without project work</i>	100
ASSESSMENT METHODS	I. End of Semester Formal Examination (60-100%) - Short answer questions - Essay questions - Questions of solving communication problems. II. Presentation of Group Projects (0-40%)	

5. RESOURCES

- Recommended Book Resources:

- Arnheim R. (2005) Art and Visual Cognition, Themelio Publications (in Greek)
- Walker John (2010) Art in the Age of Mass Media, University Studio Press (in Greek)
- Deligiannis I. (2007).Interactive Multimedia and Digital Technology in Arts, Fagottobooks, (in Greek).
- Lardner J. (2012) Digital Art Technique Manual for Illustrators and Artists: The Essential Guide to Creating Digital Illustration and Artworks using Photoshop, Illustrator, and Other Software, Barron's Educational Series.
- 3dtotal (2012), Digital Painting Techniques: Masters Collection Volume 1, Focal Press.
- 3dtotal (2011), Digital Painting Techniques: Masters Collection Volume 2, Focal Press.
- 3dtotal (2011), Digital Painting Techniques: Masters Collection Volume 3, Focal Press.
- 3dtotal (2012), Digital Painting Techniques: Masters Collection Volume 4, Focal Press.
- Beccia C. (2012) Digital Painting for the Complete Beginner ,
- Stanchfield Walt (2009). Drawn to Life: Walt Stanchfield Lectures Vol.1, Focal Press.

- Stanchfield Walt (2009). Drawn to Life: Walt Stanchfield Lectures Vol.2, Focal Press.
- Mattesi M. (2006) Force: Dynamic Life Drawing for Animators, Focal Press

- *Recommended Article/Paper Resources:*

- Qiang Liu, Lixin Diao, Guangcan Tu, Linlin Lu (2012) The Application of Digital Media Technology in Art Design, Advances in Multimedia, Software Engineering and Computing Vol.1, Proceedings of the 2011 MSEC International Conference on Multimedia, Software Engineering and Computing, November 26–27, Wuhan, China, Springer Berlin Heidelberg, pp. 453-457,