

City University of New York (CUNY)

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Open Educational Resources

City College of New York

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Digital Imaging and Illustration

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Description

This studio course is designed to teach students the tools for the creation and editing of graphic images in The Adobe Creative Suite and explores the aesthetic, technical, and conceptual practices of image making with digital media within the context of contemporary art. Students in this class will examine how to perceive, communicate and create compelling digital images with an emphasis on the experimental and conceptual. Software covered will include Adobe Photoshop, Illustrator, After Effects and Mental Canvas and Procreate.

Learning Outcomes

Upon completing this course students will know how to :

- Understand digital image capture and fundamentals of the creative process
 - Research methods to inform visual art-making practice
 - Learn about contemporary artists who work with digital imaging as part of their practice
 - Use Adobe Creative Suite to create assets for final print and web based projects
 - Become familiar with the animation programs included in the Creative Suite.
 - Create Animated gifs
 - Become familiar with animation programs and how motion can enhance an image
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Requirements

Class participation:

1. Completion of homework / class projects.
 2. Professional presentation of all projects.
 3. Understanding terminology.
 4. Meet deadlines.
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READINGS AND VIDEOS– Software Tutorials

THERE ARE NO REQUIRED TEXTS. Readings are attached to each assignment. Tutorials are in the drive.

Here are some tutorial websites to help you with developing your Photoshop skills

Photoshop - Deke Mc Clelland <https://www.deke.com>

Illustrator - <https://design.tutsplus.com/tutorials/101-adobe-illustrator-tutorials--cms-29782>

Procreate - <https://procreate.art/handbook/procreate/>

Mental Canvas - (download the app.) <https://www.mentalcanvas.com/>

Linked in Learning - If you have a NYC library card This is free: <https://www.linkedinlearning.com>.

Supplies

1. External Drive:1-3 TB or larger external hard drive to be used as an external hard drive
 2. Sketchbook for preliminary thumbnails and comps
 3. a variety of papers for printing
 4. 14 x17 or larger Black Itoya or HFP binder with acetate sleeves for final presentation.
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Evaluation

Each assignment is due as a completed final project at the beginning of class on its due date.

YOU WILL BE TURNING IN YOUR WORK IN THESE PLACES:

1. Your Google drive. Place files with your name in your folder on Google drive and Labshare at school. lastname_firstname_assignmentname.jpg at 300 ppi
 2. Portfolio - On the last day of class a portfolio of your work will be presented to me accompanied by a tastefully designed logo with your name and class indicated on the spine. Each assignment will be accompanied by a cover page with title and description of the goal of the assignment. Include all assignments, samples of tutorials. Save all versions of each assignment. Show all progress in your final portfolio.
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Attendance Policy

This is a studio class it is imperative that you attend class, arrive on time, bring materials and be prepared to work. You are allowed 1 absence etc. The second will reduce your grade by 1 point 3rd absence will result in an automatic failure. 3 tardies = 1 absence

OFFICE HOURS

I will be holding office hours each week on Monday and Thursday Afternoon on line from 3:00 - 5:00 PM or by appointment in person at a scheduled time. Contact me via email to schedule your time.

We can also Zoom conference.

ASSESSMENT AND GRADING:

The student will be graded on the results of their efforts. Work will be judged on visual image quality, effort and general progress. Class attendance, discussion and participation is required. Each student's work is critiqued and evaluated on a regular basis throughout the semester. Students will be given feedback on weekly class work. This class includes four graded assignments. They will be judged on the criteria listed below,

- Communication
- Technique
- Concept
- Creativity
- Innovation
- Research
- Development of visual narrative
- Aesthetic appeal
- Personal style
- Visual organization and Craft

Project %

Participation (working in class, contributing to critiques).....	10%
Attendance	10%
Timely completion of assignments.....	15%
Quality of work.....	65%

- Responsible response to project parameters
- Clear & complete presentation/realization
- Timeliness of submission

Standards for assigning course grades:

A = sustained level of superior performance demonstrated in all areas of Course Requirements

B = consistent level of performance that is above average in a majority of the Course Requirements

C = performance that is generally average and Course Requirements are achieved

D = below average performance and achievement of the Course Requirements

F = accomplishment of the Course Requirements is not sufficient to receive a passing grade

Devices

All mobile phones or other digital devices will be turned off during class contact hours unless in use for an assignment.

Academic Integrity Policy

Students, faculty, and staff do creative and original work. This is one of our community values. For us to be a space where everyone can freely create, our community must adhere to the highest standards of academic integrity.

Academic integrity at Pratt means using your own and original ideas in creating academic work. It also means that if you use the ideas or influence of others in your work, you must acknowledge them.

- We do our own work,
- We are creative, and
- We give credit where it is due.

Academic Integrity Code

When students submit any work for academic credit, they make an implicit claim that the work is wholly their own, completed without the assistance of any unauthorized person. These works include, but are not limited to exams, quizzes, presentations, papers, projects, studio work, and other assignments and assessments. In addition, no student shall prevent another student from making their work. Students may study, collaborate and work together on assignments at the discretion of the instructor.

Examples of infractions include but are not limited to:

- 1) Plagiarism, defined as using the exact language or a close paraphrase of someone else's ideas without citation.
- 2) Violations of fair use, including the unauthorized and uncited use of another's artworks, images, designs, etc.
- 3) The supplying or receiving of completed work including papers, projects, outlines, artworks, designs, prototypes, models, or research for submission by any person other than the author.
- 4) The unauthorized submission of the same or essentially the same piece of work for credit in two different classes.
- 5) The unauthorized supplying or receiving of information about the form or content of an examination.
- 6) The supplying or receiving of partial or complete answers, or suggestions for answers; or the supplying or receiving of assistance in interpretation of questions on any examination from any source not explicitly authorized. (This includes copying or reading of another student's work or consultation of notes or other sources during an examination.)

**Course
Schedule****Week 1**

Introduction to the class. Course syllabus and schedule reviewed; aims and objectives outlined. In class - Vegetable head assignment .
Celebrity Portrait in Fruit and Veges. One week assignment.

Week 2

Project #1: Group critique: - Celebrity Portrait - Final
Assign Project #2 New Yorker - Time Cover - Editorial

Week 3

Project #2: Group critique: New Yorker - Time Cover - Editorial Illustration - Sketches

Week 4

Project #2: Group Critique: Editorial Illustration - Finish.
Assign Project #3: Nasa Travel Poster
Research and analysis: begin research. Work in class.

Week 5

Project #3: Group Critique: Nasa Travel Poster - Sketches.
Research and analysis: show process to sketch include research. Work in class.

Week 6

Project #3: Group Critique: Nasa Travel Poster - Finish.
Assign Project #4: Hyperbole (One Week Assignment)

Week 7

Project #4: Group Critique: Hyperbole - Finish.
Assign Project #5: Propaganda
Demo - Photobashing

Week 8

Project #5: Group Critique: Propaganda - Sketches **IN PERSON**
Midterm Reviews In Class Make appointments

Week 9

Project #5: Group Critique: Propaganda - Finish.
Assign Project #6: Movie Poster and photobashing due

Week 10

Project #6: Group Critique: Movie Poster - Sketches

Week 11

Project #6: Group Critique: Movie Poster - Finish.
Assign Project #7: FILM TITLE SEQUENCE
Research and analysis: Thumbnail process to sketch stage:

Week 12

Project #7: Group Critique: FILM TITLE SEQUENCE - Sketches
Each student presents a title sequence of their choice to the class.

Nov . 25 no class -Thanksgiving

Week 13

Project #7: Group Critique: FILM TITLE SEQUENCE - Revised Sketches
Research and analysis: Thumbnail process to sketch stage: work in class.

Week 14

Project #7: Group Critique: FILM TITLE SEQUENCE - Finish

Week 14**Semester-end Review**

Present all finals as a slide show presentation with captions and descriptions of each project. Include process drawings research, sketchbooks and animations.

Assignments are Subject to Change