

SYLLABUS  
PART I  
EDISON COMMUNITY COLLEGE  
ART 129S DIGITAL DESIGN  
3 CREDIT HOURS

COURSE DESCRIPTION:

Introduction to the elements and principles of digital art and design. Just as in traditional design, the theories and uses of color and value plus the principles of two-dimensional organization is stressed. The practical emphasis will be on the application of these theories and principles, as produced on the computer. Prerequisites: ART 101S; ART 126S; ART 127S or ART 130S. Lab fee.

COURSE GOALS:

To provide the student with a basis for advanced art courses in digital media particularly, and traditional media peripherally.

The student will:

1. Become familiar with the language of art.
2. Become familiar with the language of digital art and production.
3. Learn the rules that govern design (see topic outlines below).
4. Learn the rules that govern digital design (composition via computer as well as hardware and software concerns).
5. Apply these rules to their own work through projects (in class and at home).
6. Recognize and describe the elements and rules of design in their own work (through application, as well as both class and personal critiques) and others (the art world at-large).

CORE VALUES:

The Core Values are a set of principles which guide in creating educational programs and environments at Edison. They include communication, ethics, critical thinking, human diversity, inquiry/respect for learning, and interpersonal skills/teamwork. The goals, objectives, and activities in this course will introduce/reinforce these Core Values whenever appropriate.

TOPIC OUTLINE:

1. Points and lines; groupings; proximity, similarity and repetition, closure; rhythm, redistribution
2. Position, space, and depth
3. Movement and flow; sequence
4. Composition and focal point
5. Shape
6. Figure-ground reversal
7. Contrast
8. Pattern
9. Pattern and texture
10. Color and value