ART 152: INTRODUCTION TO ART: MOBILE DIGITAL DEVICES

Citrus College Course Outline of Record

Heading	Value
Effective Term:	Fall 2022
Credits:	3
Total Contact Hours:	108
Lecture Hours :	36
Lab Hours:	72
Hours Arranged:	0
Outside of Class Hours:	72
Transferable to CSU:	Yes
Transferable to UC:	No
Grading Method:	Standard Letter

Catalog Course Description

Using the iPad and iPhone as creative tools for original image making. This course is designed to further the education of all students by introducing them to the visual arts through survey of traditional and contemporary drawing, painting, photographic, videographic and graphic design techniques using computer technologies: mobile devices, apps, scanners and printers. Students will investigate the pictorial elements of line, shape, space, color, and texture as well as technology, concepts, and practices of digital art production. 36 lecture hours, 54 lab hours.

Course Objectives

- Show familiarity and understanding of the the operation of the iPad and iPhone
- Demonstrate new methods for creating art
- Demonstrate basic skills for operating Apps used in coursework
- Show development of creativity and problem solving
- Participate in critical analysis of digital drawings, paintings, designs, photos and videos to include discussion of technical concerns, concepts and their contexts

Major Course Content

1. Introduction to the course, the iPad, iPhone and other mobile devices.
2. Introduction to scanners and printers and styluses
3. Introduction to Apps
4. Looking at Art
5. Elements and Principles of Art
   a. Elements
      i. Line
      ii. Shape and form
      iii. Value and Light
      iv. Color
      v. Texture
      vi. Space
      vii. Time
   b. Principles
      i. Repetition
      ii. Variety
      iii. Rhythm
      iv. Balance
      v. Compositional Unity
      vi. Emphasis
      vii. Economy
      viii. Proportion
6. Artistic Media
   a. Drawing and Painting- techniques, materials, history. Using various Apps (but not limited to) Sketchbook Express, Sketchbook Pro For the iPad and Brushes3
      i. Tool identification, brush settings, canvas settings, color, zoom, layers, saving files
   b. Photography- techniques, tools, history. Using built-in camera on iPhone and iPad
      i. Built-in camera hardware: exposure, resolution, saving photos, albums
      ii. Panorama and stitching
      iii. Photo editing using various Apps (but not limited to) Photoshop Touch and Photogene
   c. Design- processes, materials, history. Using various Apps (but not limited to) Photoshop Touch, Quark DesignPad, FontBook
      i. Basic digital design
   d. Videography- techniques, tools, history. Using built-in camera on iPhone and iPad
      i. Camera shots, moves and techniques
      ii. Automatic videos using various Apps (but not limited to) Magisto, Vine
      iii. Video editing and creating using various Video Apps (but not limited to) iMovie for the iPad

Lab Content

1. Digital Drawing
2. Digital Painting
3. Graphic Design
4. Digital Photography
5. Videography

Suggested Reading Other Than Required Textbook

instructor and peer provided handouts, links, videos, apps

Examples of Required Writing Assignments

Formal Visual Analysis Paper, Artist Statement

Examples of Outside Assignments

Draw and Paint on the iPad and iPhone, take Photographs, make videos, view art, search Apps.

Instruction Type(s)

Lecture, Lab, Online Education Lecture, Online Education Lab