Digital Painting and Background Design

ARTV 1379
Section #:
Days/Time/Location
Semester:

Instructor:
Office Hours:
Appointment Office Hours:
Email:
Please set up appointments either through email or in person.

Instructor's Communication Policies

- Although I show particular office hours, that does not always mean that I am available. Please set up an appointment with me in advance either by email or in person.
- I will answer emails Monday through Thursday at my earliest possible opportunity on the same day it is received. I do not check ACC emails Friday through Sunday. Please note that I will ONLY respond to emails received from your official ACC email address.
- Check your ACC email daily Monday through Thursday as I may send out correspondence on those particular days.

Course Description

- Credit Hours: 3
- Classroom Contact Hours per week: 2
- Laboratory Contact Hours per week: 4

Course Rationale

Digital Painting and Background Design is an introduction to designing and painting backgrounds for animation. This course provides students skills and knowledge required to compose effective and visually interesting spaces for characters to inhabit. Students can apply skills learned in this class in other areas including storyboarding, matte painting, and concept art.

Course Prerequisite

ARTV 1373 Drawing for Animation or ARTV 1473 Drawing for Animation

Student Learning Outcomes

Course Student Learning Outcomes Upon successful completion of this course, students will be able to

- Design effective layouts
- Use color theory to create appealing color compositions
- Develop storytelling and character animation through background design
- Create a variety of textures and surfaces through digital painting

- Describe characteristics of well-designed and painted backgrounds
- Implement characters in a scene & paint them digitally
- Use perspective to draw 3-dimensional backgrounds on a 2D plane
- Use industry standard digital painting software

Program-Level Student Learning Outcomes

Upon successful completion of the 2D Animation program, students will be able to:

- Define and apply design principles and theories to animation production
- Identify and apply the 12 principles of animation
- Demonstrate skills in the use of industry standard tools for animation
- Create traditional and computer-generated animation based on current industry trends and practices

Required Textbook

- Layout and Composition for Animation by Ed Ghertner
    - ISBN – 978-0-240-81441-4

Suggested Text

- Layout and Design Made Amazingly Simple by Brian Lemay
    - ISBN-13: 9780969941903
- Vision – Color and Composition for Film by Hans P Bacher and Sanatan Suryavanshi
    - ISBN – 978-1-78627-220-1

Required Materials

- Paper, pencils, eraser (to sketch out ideas)
- USB flash drive or external hard drive (to back up work)

Instructional Methodology

To help you meet course objectives, the teaching methods in this class are based on professional experience and best practices in the area of 2D animation. These methods might include: lecture, demonstration, critiques in group and one-on-one settings, group activities and student presentations.

Student Technology Support

Austin Community College provides free, secure drive-up WiFi to students and employees in the parking lots of all campus locations. WiFi can be accessed seven days a week, 7 am to 11 pm. Additional details are available at Student Technology Access.

Students who do not have the necessary technology to complete their ACC courses can request to borrow devices from Student Technology Services. Available devices include iPads, webcams, headsets,

calculators, etc. Students must be registered for a credit course, Adult Education, or Continuing Education course to be eligible. For more information, including how to request a device, visit Student Technology Access.

Grading System

Passing Grade Policy - Effective September 2005, D's are not accepted as a passing grade within the department courses. Students receiving a grade of D must retake the course to receive credit and to progress to the next level course. Students who made a D prior to September 2005 will be allowed to proceed to the next level course.

Each assignment in this course will be graded on a 100-point scale. Point values for letter grades are as follows:

90 – 100 = A
80 – 89 = B
70 – 79 = C
60 – 69 = D
0 – 59 = F

Assignments that typically take place over a longer period and require more ingenuity and creativity. Students are expected to comprehend, retain, build and expand on the skills that are taught leading up to the start of work and working outside of class at home or in open labs may be required to stay on pace with the class. Grading will be more specific than in exercises and will directly assess the objectives associated with that project.

Each assignment will have its own specific criteria. Assignments will have an associated Assignment Sheet with essential requirements such as specifications, required techniques, and due date.

Course Policies

- **Attendance/Participation -** Regular and punctual class and laboratory attendance is expected of all students. If attendance or compliance with other course policies is unsatisfactory, the instructor may withdraw students from the class.
    - If for any reason you're unable to come to class, you will be counted as absent. You are allowed 4 absences. There is no distinction between an excused or unexcused absence, so use your absences meaningfully and sparingly. You are counted absent if:
        - you are not in class
        - you leave the class early
        - you get to class extremely late
    - If you are late to class 5–20 minutes, you will be counted as tardy. Three tardies count as one absence.

- At your fifth absence, you should withdraw from the course. If your fifth absence happens past the final withdrawal date of the semester, then your final grade will be lowered one letter grade for each subsequent absence. If you decide to withdraw from the course, it is your responsibility to officially withdraw yourself from the class through admissions and records. If you do not withdraw from the class, you will receive an F.

- **Withdrawal** - It is the responsibility of each student to ensure that his or her name is removed from the roll should he or she decides to withdraw from the class. The instructor does, however, reserve the right to drop a student should he or she feel it is necessary. If a student decides to withdraw, he or she should also verify that the withdrawal is submitted before the Final Withdrawal Date. The student is also strongly encouraged to retain their copy of the withdrawal form for their records.

  Students who enroll for the third or subsequent time in a course taken since Fall, 2002, may be charged a higher tuition rate for that course. State law permits students to withdraw from no more than six courses during their entire undergraduate career at Texas public colleges or universities. With certain exceptions, all course withdrawals automatically count towards this limit. Details regarding this policy can be found in the ACC college catalog.

- **Missed or Late Work -** Assignments are due at the beginning of class periods or otherwise specified by the instructor. If turned in after that, the project is late. I will lower a project one letter grade for each class day that it is late**.** I will not accept work after one week past the due date.

- **Naming Convention -** Following a prescribed naming convention is important. Use your last name, then an underscore, then the name of the exercise or project. Specific naming conventions will be indicated on your assignment sheet.

Incompletes

An incomplete (grade of "I") will only be given for extenuating circumstances. What constitutes “extenuating circumstances” is left to the instructor’s discretion. If a grade of I is given, the remaining course work must be completed by a date set by the student and professor. This date may not be later than two weeks prior to the end of the following semester. A grade of I also requires completion and submission of the Incomplete Grade form to be signed by the faculty member (and student if possible) and submitted to the department chair.

Students may request an Incomplete from their faculty member if they believe circumstances warrant. The faculty member will determine whether the Incomplete is appropriate to award or not. The following processes must be followed when awarding a student an I grade.

1. Prior to the end of the semester in which the "I" is to be awarded, the student must meet with the instructor to determine the assignments and exams that must be completed prior to the deadline date. This meeting can occur virtually or in person. The instructor should complete the Report of Incomplete Grade form.

2. The faculty member will complete the form, including all requirements to complete the course and the due date, sign (by typing in name) and then email it to the student. The student will then complete his/her section, sign (by typing in name), and return the completed form to the faculty member to complete the agreement. A copy of the fully completed form can then be emailed by the faculty member to the student and the department chair for each grade of Incomplete that the faculty member submits at the end of the semester.

3. The student must complete all remaining work by the date specified on the form above. This date is determined by the instructor in collaboration with the student, but it may not be later than the final withdrawal deadline in the subsequent long semester.

4. Students will retain access to the course Blackboard page through the subsequent semester in order to submit work and complete the course. Students will be able to log on to Blackboard and have access to the course section materials, assignments, and grades from the course and semester in which the Incomplete was awarded.

5. When the student completes the required work by the Incomplete deadline, the instructor will submit an electronic Grade Change Form to change the student's performance grade from an "I" to the earned grade of A, B, C, D, or F.

If an Incomplete is not resolved by the deadline, the grade automatically converts to an "F." Approval to carry an Incomplete for longer than the following semester or session deadline is not frequently granted.

Class Schedule

Schedule may be subject to change by the instructor. If there is a change in the schedule, the instructor will notify students ahead of time.

Competency One
Exercises – Exercise – Quiz
Assignment – Photoshop Basics

Competency Two
Exercises – Photoshop Techniques
Assignment – Photoshop Techniques

Competency Three
Exercises – Composition
Assignment – Composition

Competency Four
Exercises – Perspective
Assignment – Perspective

Competency Five
Exercises – Research and Design
Assignment – Research and Design

Competency Six
Exercises – Layout
Assignment – Layout

Competency Seven
Exercises – Textures and Shadows
Assignment – Textures and Shadows

Competency Eight
Exercises – Color Theory Applied
Assignment – Color Theory Applied

Competency Nine
Assignment One (Part One)
Assignment Two (Part Two)