

Canguo Liu, ART 253

Digital Arts

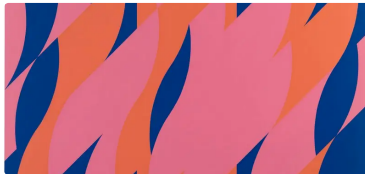
From Digital Pixels to Time and Space.

Introduction to concepts, practices, and theories of digital art production in a fine arts context. Topics include integration of design, color, and compositional principles with contemporary digital tools and mixed media approaches.



Six main explorations and more.

*subject to changes



Vector Arts

Week 1-3

Use Illustrator to create visual work like Op art, Geometric abstraction, and more .



Image Effects

Week 4- 6

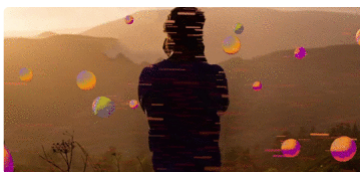
Work with transform pictures into Mono tones, duotones, Photorealism and glitch.



Visual Collages

Week 7-10

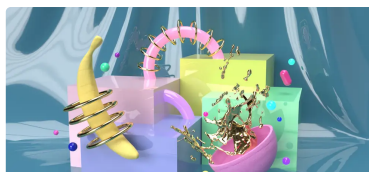
Separate elements from visual collections to unleash the narrative power of images.



Time-based Arts

Week 11-13

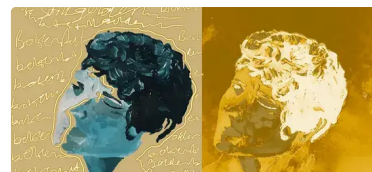
time-based video editing and effects, animates images and arts, change position, rotation and speed over time.



Space-based Arts

Week 14-16

Exploring the possibilities of 3D art, modeling and computer graphic images.

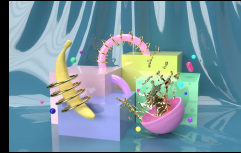
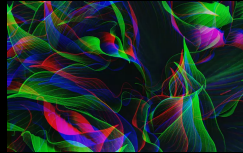


Transform your Arts

Week 17-18

Use digital techniques to transform your art practices in other disciplines.

Student Gallery



Contact & Office Hours

Instructor

Canguo Liu
c4xd.com

Contact

Canguo_liu@cuesta.edu
[Canvas Message](#)
within 24 hours weekdays

Online office hours are appointment based

Lab 7138

a newly upgraded lab that provides the latest digital tools for design and art!

Studio Hours (Projects)

Tuesday, Wednesday
3-4pm

Office Hours (In-Person)

Mon. - Thursday - 8-9 am
Monday 3-4pm
7137 or 7130

In-person and synchronous

In-person requires meetings in the lab.

Learning Outcomes



Digital

Create artworks through various digital media input and output methods using vector and raster-based software.



Principles

Successfully apply the formal elements and principles of design in digital art works.



Aesthetics

Describe contemporary approaches, language, aesthetics, and emerging media in digital art.



Critique

Analyze and critique digital images utilizing relevant terminology and concepts.

Course Objectives

Evaluate and critique digital images utilizing relevant terminology and concepts.	Create artworks through various digital media input and output methods using vector and raster-based software.	Demonstrate use of the specific tools of each application.	Create a portfolio, or body of work, demonstrating formal, conceptual, and technical development
Examine and describe contemporary approaches, language, aesthetics, and emerging media in digital art, including mixed media	Safely handle and maintain digital imaging hardware and materials	Apply the elements and principles of design in finished digital artworks	

Topics & Scope

The use of technology to create art through various digital media input and output methods. Mixed media combining digital and traditional techniques

Principles and uses of vector and raster-based software in the creation of digital art

Elements and principles of design as they relate to digital media. Additive and subtractive color systems

Concept development as it relates to digital art

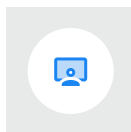
History, contemporary trends, language, aesthetics and emerging media as they relate to digital art

Analysis of digital images. Relevant terminology and concepts

THINGS SHOULD KNOW

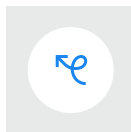
Information, Policies and Support

Online only content show as red icons



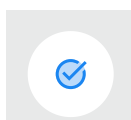
Graphic Lab 7138

For in-person classes, we have designated the 7138 lab near Cuesta Gallery as the location. Each student will be assigned a computer device in the lab, which should be returned to the charging rack before leaving. The lab has been redesigned to offer flexible seating options, allowing you to sit or stand anywhere within or near the lab.



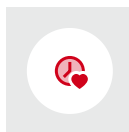
Difficulty Level

Our course content is designed to be at a moderate-easy difficulty level, taking into consideration that you may be a relative beginner when it comes to using certain applications for the first time. We provide comprehensive instruction and support to ensure a smooth learning experience for all students.



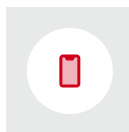
Grading

Canvas grading is not always equals your grade. Final Portfolio is key to success in a creative class. In-person



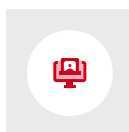
Content Refresh Time (Online)

A robust digital creative class needs to constantly change to reflects industry trends. Therefore, new learning materials will publish on each Monday, 9am.



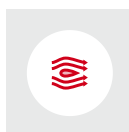
Canvas for Online class only

We use [Canvas](#) to host class materials. YouTube or other internet platforms may be used. Recommend to install Apps ([iOS](#), [Android](#)) on your phone.



Online Learning (Online)

Online classes are not inherently easier, and you should expect to spend at least as much time as you would on a course that meets face to face.



Regular Effective Contact (Online)

We will updates / announce weekly, via class updates or announcements. and timely feedback on student

classes don't use Canvas Grading. Read [Cuesta Grading Policies](#).



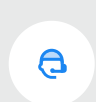
Textbook

No textbook is required. We use a public website, our recorded demo videos, instruction pages and other digital resources.



Accommodations

Course created with ADA compliance, other accommodations can be made such as extended time on exams. Don't hesitate to get in touch with [DSPS \(Disabled Student Programs & Services\)](#) at 805-546-3148.



Technical Support

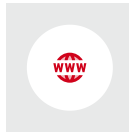
Cuesta students are encouraged to direct all technical support inquiries to support@my.cuesta.edu. or visit [Canvas Support](#).



Academic Honesty

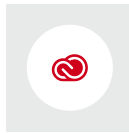
Academic honesty is essential to the academic community. Students expect Cuesta College faculty to be fair, truthful, and trustworthy. Faculty expect Cuesta College students to share these same values.

assignments; email, phone or messaging to individuals; and virtual office hours.



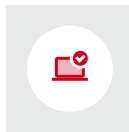
Internet (Online)

Your computer will need an internet connection to stream online videos from Canvas or other video platforms such as YouTube and Vimeo.



Software (Online)

All graphic classes are digital-based and use [Adobe Creative Cloud](#) subscription (Photoshop, Illustrator, etc.). Please use education discount purchase at \$39.99/ 6 months from Collegebuys.org (if it still available). In-person student don't have to buy own software.



Hardware (Online)

You will need a computer (Mac or Windows PC) that can run the latest Adobe Creative Cloud software at a reasonable speed. You can't compete in a class with tablets or phones. In-person student will access studio computers.