



Paint Systems

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Course Description

This course will start with an introduction to the computer lab and Macintosh computers. Course instruction will be an introduction to Corel Painter using the Macintosh. We will be using the software program Corel Painter as a tool to create images. This program will allow the student to create fine art and photographic images that can be output to a printer, or transparency film, as well as stored on disc. The emphasis in this class will be to develop technique and creative style. Students will be instructed in techniques of PostScript drawing, drawing and painting and 2D design. Emphasis will be on developing technique, style and accuracy with design principles.

Course Objectives

Students should thoroughly understand the material in Corel Painter, so that they can use it as a tool for creating artwork and solving specific art and design problems. In addition, some of the basic art and design principles will be covered. Basic fundamentals of the computer will also be introduced such as the use of computer operations. This course will provide the student with a basic foundation for accomplishing digital image manipulation, illustration, and design on a computer. The course will reinforce and encourage use of basic design principles. The student will gain experience with a variety of computer graphic and design projects. In addition, basic fundamentals of computer graphics and desktop publishing will be introduced. Throughout the course, the student will practice basic computer operations (such as menu commands and window management).

Recommended Materials

USB storage device
Notebook or sketch pad

There is no specific textbook required. However, students should purchase one or more of the following: a training CD or a book such as Visual Quick Start Guide or from the bibliography.

Special Requirements

None

Prerequisites

None

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Instructional Procedures

Lectures, demonstrations, and instruction.

Critiques and group discussions.

Class direction on projects and individual development.

Assignments

Four to five projects and an extensive final project will be assigned. Projects will generally be assigned each week and will be due two to three weeks later. Late projects will either not be accepted or will result in a lowered grade. Students are encouraged to substitute any of the assigned projects with one of their own projects as long as they relate to the material presented in class and are discussed with the instructor (for approval) at the time the class project is assigned. Students will need to spend time in the lab or on their own computer (outside of class time) to complete these projects. One term paper (four to five pages, double spaced and typeset) will be due near mid semester. In addition, there will be tutorial assignments worked on in class. Finally, all students should maintain notes on class lectures, demonstrations and instruction. Class attendance is essential. Any forms of academic dishonesty such as plagiarism, cheating or lying may result in serious grade reductions.

Term Paper

The term paper should be four to five pages of text, double-spaced and typeset. Topics may include but not be limited to: a short biography of an artist or graphic designer, a summary of any work of art, a description of an art related event, or a step by step documentation of any project or technique that you wish to research. Please feel free to use the internet for source material but be aware that anyone can put information on the world wide web so not everything you read is reliable. Try to develop a feel for the accuracy of your resources. Please state your sources and write in your own words.

Grading

Your final grade will be determined by the sum of percentage points awarded for your performance in the following areas:

	Percent	Grade	
Projects as assigned (usually 4 to 5)	50	90-100	A
Final project	10	85-89	B+
Midterm and Final exams	10	80-84	B
Term paper (usually three to four pages of text)	10	75-79	C+
Class participation/class tutorials	10	70-74	C
Progress	10	65-69	D+

All assignments will be handed in as a hard copy as well as in the server drop box. Assignments handed in late will result in a lowered grade or will not be accepted at all. No assignments will be accepted past the final class date. You may request to better your grade by a maximum of one letter grade or ten points on any project handed in on time except the final project. To do this, ask me after the project is graded and simply follow the revision instructions I give you. You are responsible for the material, notes and assignments for any classes you miss. No more than two absences are permitted. Each absence in excess of two will lower your final grade by one full letter grade. Absences above four will result in your being dropped from the course or failure. Should habitual or excessive lateness occur, I will count each two occurrences of lateness as one absence.

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Units of Instruction

- Week 1**
9/10
Lecture Review of syllabus and class procedures, plagiarism, copyright
Assignment Purchase storage device
- Week 2**
9/15
9/17
Lecture Introduction to the macintosh lab; vector vs. bitmap artwork; composition; color theory; Overview of Painter: image size, tools: selection, creation, transformation, options, color picker palette and swatches, palettes, menus
Assignment Experiment with Tools of Painter Size: 6" x 6".
No experience necessary. Create an artistic sketch and transfer your ideas to Painter. See what you can discover on your own after a brief tour of the basics. Think about composition, texture, perspective and color. Emphasis on usage of various tools, menus and the swatches and picker palettes.
- Week 3**
9/22
9/24
Critique Why classroom critiques are important; constructive vs. destructive criticism; Experiment with Tools of Painter
Lecture Collecting images from the internet; Surrealism; Overview of Painter: layers, paths, history, actions, adjustments,
Assignment Still Life in Charcoal - Size: 7" x 5" or optional.
Create realistic drawing using different brushes and techniques discussed in class. The project does not necessarily have to begin with a photo or drawing. You may take artistic direction that fits the piece and your style best. Due week 5.
- Week 4**
9/29
10/1
Lecture Overview of Painter's tools: selection, creation, transformation, options, color picker palette and swatches, palettes, menus
Assignment Still Life - Continue working on still life project.
Due week 5.
- Week 5**
10/6
10/8
Critique Still Life
Lecture Overview of Painter's tools: selection, creation, transformation, options, color picker palette and swatches, palettes, menus
Assignment Self Portrait in Oils Size: 8" x 10" or optional. Resolution 150 dpi.
Create a self portrait using different brushes and techniques discussed in class. Use a scanned photograph to create a line drawing in Illustrator. You will be importing it into Painter to colorize. This gives you the opportunity to learn the basics of Illustrator. You may take liberties with how this assignment is to be presented. Your self portrait should be a showcase for your style and creativity.
Term Paper Due Next Week
- Week 6**
10/13
10/15
Lecture Importing images into Painter
Assignment Self Portrait Continue working on self portrait project.
Due week 8.
Term Paper Due

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- Week 7** **Lecture** Colorizing in Painter, Review for Mid-Term, Mounting (due week 10)
10/20 **Assignment** Self Portrait Continue working on self portrait project. Review for Mid-Term
10/22 Due week 8.
- Week 8** **Critique** Self-Evaluation, Self Portrait
10/27 Mid-term Exam
10/29 **Lecture** Portfolio Presentation
- Week 9** **Individual Conferences**
11/3 **Assignment** Mounting
11/5
- Week 10** **Lecture** Drawing tools; creating and using patterns; typography; outlines; fruit bowl tutorial;
11/10 **Assignment** Landscape in Pastels Size: 11" x 6". Resolution 150 dpi.
11/12 Using Corel Painter, create a landscape. Does not have to be a country scene. Can be any season.
Use the pen tool to draw objects.
- Week 11** **Lecture** Mixing Color
11/17 **Assignment** Landscape in Pastels: Continue working on project. Due Week 13.
11/19
- Week 12** **Lecture** more color
11/24 **Assignment** Landscape in Pastels Continue working on project. Due Week 13.
No Class Thursday - Thanksgiving
- Week 13** **Critique** Anonymous Crit: Landscape in Pastels
12/1 **Lecture** The future of Interactive Media and web Design
12/3 **Assignment** Final Project: Abstract Project
The final project will be an extensive project. The cutting edge of art in computer graphics does not depend solely on the computer or one program. Presentation, composition and subject matter are very important. Possible other media include: lithography, silk screen printing, drawing, painting with oil or acrylic, sculpture and others. You must discuss any ideas with the instructor prior to execution of the assignment. Consider using additional materials and tools besides the computer. Matting is required for flat artwork. Presentation is extremely important; no disks or prints on plain white paper will be accepted.
- Week 14** Work Day in the macintosh lab
12/8 Critique: Final Project
12/10 Last Class Meeting

Bibliography

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by Cher Threinen-Pendarvis

Design Essentials

By Luanne Seymour, Russell Brown,
Lisa Jeans and Tanya Wendling
Amazon.com (ISBN# 0-672-48538-9)

Digital Painting Fundamentals with Corel Painter X

by Rhoda Grossman

Painter IX Creativity: Digital Artists Handbook

by Jeremy Sutton

The Photoshop and Painter Artist Tablet Book: Creative Techniques in Digital Painting

by Cher Threinen-Pendarvis

Painter X for Photographers: Creating Painterly Images Step by Step

by Martin Addison

Digital Collage and Painting: Using Photoshop and Painter to Create Fine Art

by Susan Ruddick Bloom

Artistic Techniques with Adobe Photoshop and Corel Painter: A Guide for Photographers

by Deborah Ferro

Photomontage

by Dawn Ades
Thames and Hudson Inc., 1986 (0-500-20208-7)

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The Macintosh Bible, 4th edition

by Goldstein & Blair (Arthur Naiman, et al.)
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Subscription Service: P.O. 3188, Tulsa, OK 74101. Phone:
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