

**Note:**

**Course content may be changed, term to term, without notice. The information below is provided as a guide for course selection and is not binding in any form, and should not be used to purchase course materials.**

## COURSE SYLLABUS

---

### ARTS 542

#### DIGITAL IMAGING

#### COURSE DESCRIPTION

This is a directed study of the creation of images utilizing digital and other tools for the purpose creating digital images. Students will choose one of five areas of concentration within the course: digital painting for fine art, digital illustration for commercial design, interactive media prototype development, digital photographic processes, imaging and compositing, special topics suggested by the student. This study will comprise of a series of four (4) special project modules that are related in a thematic or serial manner. There will be a written research module to investigate thoroughly the concentrated area. The projects will culminate in a formal presentation at the end of the semester with work properly presented accompanied by a verbal presentation. May be taken twice.

#### RATIONALE

Whether the area of specialization for the designer is illustration, design, print, or interactive media, the study of the creation of digital images is crucial. An in-depth exploration of theory, concept and creation is key for the design professional to develop personal style and direction. Research into broad-reaching implications and applications of this discipline can be impactful on the student.

#### I. PREREQUISITE

For information regarding prerequisites for this course, please refer to the [Academic Course Catalog](#).

#### II. REQUIRED RESOURCE PURCHASE

Click on the following link to view the required resource(s) for the term in which you are registered: <http://bookstore.mbsdirect.net/liberty.htm>

#### RECOMMENDED RESOURCES

While the student is only required to purchase the textbook related to his or her chosen project, all textbooks are recommended for purchase.

3DTotal.com. *Digital Painting Techniques: Practical Techniques of Digital Art Masters*. Burlington: Focal Press, Inc., 2009. Print. ISBN: 9780240521749.

\* Mattingly, Dave. *Digital Matte Painting Essentials: Concept*, 2013.

\* Orwig, Chris. *Photoshop CC for Photographers: Camera Raw Intermediate*, 2014.

\* Seeley, Justin. *Photoshop CC for Web Design*, 2014.

Graphic Tablet

\*(Available as a free resource on Lynda.com)

#### III. ADDITIONAL MATERIALS FOR LEARNING

- A. Computer with basic audio/video output equipment
- B. Internet access (broadband recommended)
- C. Microsoft Office
- D. Adobe CC (student edition)

**IV. MEASURABLE LEARNING OUTCOMES**

Upon successful completion of this course, the student will be able to:

- A. Synthesize in-depth research material into a well-written document.
- B. Evaluate various types and styles of digital images and critique their quality.
- C. Design highly effective digital imagery.
- D. Utilize created imagery in various media applications.
- E. Develop technical skill with various software tools to a high level.
- F. Develop a biblical worldview during the creative process in order to apply it to course content.

**V. COURSE REQUIREMENTS AND ASSIGNMENTS**

A. Textbook readings and lecture presentations

B. Course Requirements Checklist

After reading the Course Syllabus and [Student Expectations](#), the student will complete the related checklist found in Module/Week 1.

C. Discussion Board Forums (3)

The student will post sketches for each phase of his or her chosen project to a Discussion Board Forum. The student will then post at least 2 comments that provide constructive criticism to the sketches of other classmates. The post will be accompanied by a 500-word description. Each of the comments must be at least 300 words.

D. Proposal

The student will draft a 600–700-word proposal for a body of work to be created throughout the duration of the course. The instructor will review and approve the proposal as well as provide guidance to the student in the developmental stages.

E. Practical Application Exercises (3)

After reviewing selected instructional videos on Lynda.com, the student will create and submit work that incorporates the skills showcased in each video.

F. Phase Drafts (2)

The student will develop and submit 2 different drafts of the projects based on the previously submitted proposal. Each time the student submits a visual, it will be accompanied by a 500-word description of the work done.

G. Final Digital Project

The student will submit a final digital project that is reflective of all the work completed during the course.

H. Final Presentation

The student will deliver a 7–10-minute presentation of the Final Digital Project. The student will be required to respond to any questions from his or her classmates and the instructor in Adobe Spark.

**VI. COURSE GRADING AND POLICIES****A. Points**

Course Requirements Checklist	10
Blog Critiques (3 at 80 pts ea)	240
Proposal	
Draft	50
Final	50
Practical Application Exercises (3 at 50 pts ea)	150
Phase Drafts (2 at 130 pts ea)	260
Final Digital Project	200
Final Presentation	50
<b>Total</b>	<b>1010</b>

**B. Scale**

A = 940–1010   A- = 920–939   B+ = 900–919   B = 860–899   B- = 840–859  
 C+ = 820–839   C = 780–819   C- = 760–779   D+ = 740–759   D = 700–739  
 D- = 680–699   F = 0–679

**C. Disability Assistance**

Students with a documented disability may contact Liberty University Online's Office of Disability Academic Support (ODAS) at [LUOODAS@liberty.edu](mailto:LUOODAS@liberty.edu) to make arrangements for academic accommodations. Further information can be found at [www.liberty.edu/disabilitysupport](http://www.liberty.edu/disabilitysupport).

***COURSE SCHEDULE***

**ARTS 542**

Textbooks: 3DTotal, *Digital Painting Techniques* (2009).  
 Mattingly, *Digital Matte Painting Essentials: Concept* (2013).  
 Orwig, *Photoshop CC for Photographers: Camera Raw Intermediate* (2014).  
 Seeley, *Photoshop CC for Web Design* (2014).

<b>MODULE/ WEEK</b>	<b>READING &amp; STUDY</b>	<b>ASSIGNMENTS</b>	<b>POINTS</b>
<b>1</b>	3DTotal: ch. 1 Mattingly: Introduction, ch. 1 Orwig: Introduction, ch. 1 Seeley: Introduction, ch. 1–2 1 presentation	Course Requirements Checklist Class Introductions Proposal – Draft	10 0 50
<b>2</b>	3DTotal: ch. 2 Mattingly: chs. 2–3 Orwig: chs. 5–6 Seeley: chs. 4–5 1 presentation	Proposal – Final Practical Application Exercise 1	50 50
<b>3</b>	3DTotal: ch. 5 Mattingly: ch. 4 Orwig: chs. 7–8 Seeley: chs. 6–7 1 presentation	Blog Critique 1 Practical Application Exercise 2	80 50
<b>4</b>	3DTotal: ch. 6 Mattingly: ch. 5 Orwig: chs. 9–10 Seeley: ch. 8 1 presentation	Blog Critique 2 Practical Application Exercise 3	80 50
<b>5</b>	1 presentation	Phase 1 Draft	130
<b>6</b>	1 presentation	Blog Critique 3	80
<b>7</b>	1 presentation	Phase 2 Draft	130
<b>8</b>	1 presentation	Final Digital Project Final Presentation	200 50
<b>TOTAL</b>			<b>1010</b>

**NOTE:** Each course module/week begins on Monday morning at 12:00 a.m. (ET) and ends on Sunday

night at 11:59 p.m. (ET). The final module/week ends at 11:59 p.m. (ET) on **Friday**.