



Course Description

ART2601C | Intermediate Computer Art | 3.00 – 4.00 credits

An intermediate computer art course focusing on the integration of computer technology with traditional design and fine art media such as illustration, painting, printmaking, and photography. Prerequisite: ART2600C.

Course Competencies:

Competency 1: The student will integrate the traditional and digital media by:

1. Integrating traditional design and fine art media, such as illustration, painting, printmaking, and photography, with computer technology to create cohesive and innovative visual compositions
2. Fostering a comprehensive understanding of the interplay between traditional and digital media, enabling students to leverage computer technology to enhance and expand their artistic expression across diverse visual art forms
3. Cultivating the ability to adapt traditional artistic techniques to digital platforms and utilize computer technology for creative exploration and expression in visual art

Competency 2: The student will become proficient in digital visual communication and artistic expression by:

1. Developing proficiency in the application of computer technology for visual communication and artistic expression, encompassing the creative aspects of electronic illustration for commercial and fine art applications
2. Empowering students to effectively utilize digital tools and processes to convey aesthetic concerns and artistic intentions by creating visually engaging and conceptually meaningful digital imagery
3. Cultivating an environment that encourages the exploration of digital visual communication techniques and integrating traditional artistic sensibilities with contemporary digital art practices

Competency 3: The student will create synthesis of traditional and digital design processes by:

1. Encouraging the synthesis of traditional design processes with digital art techniques, fostering a dynamic and innovative approach to visual communication and artistic creation
2. Guiding students in the selection, creation, and integration of typographic, photographic, illustrative, and design elements within the context of both traditional and digital design processes
3. Empowering students to explore the potential of computer technology to expand the boundaries of traditional design and fine art media, promoting the seamless integration of diverse artistic practices within a digital framework

Learning Outcomes:

- Communicate effectively using listening, speaking, reading, and writing skills
- Use computer and emerging technologies effectively
- Demonstrate an appreciation for aesthetics and creative activities