



### **Course Description**

#### **ART2602C | Advanced Computer Art | 4.00 credits**

An advanced computer art class that focuses on new and emerging computer technology utilizing multiple platforms to produce advanced computer art portfolio assignments in illustration, fine art, 2D animation, and digital photography.

### **Course Competencies:**

**Competency 1:** The student will conduct an in-depth exploration of advanced digital tools and techniques to produce high-quality computer art portfolio assignments, demonstrating a comprehensive understanding of the potential and application of cutting-edge computer technology within the realm of visual art by:

1. Integrating traditional artistic principles with contemporary digital art practices that will foster a dynamic and innovative approach to visual communication, artistic expression, and storytelling in illustration, fine art, 2D animation, and digital photography
2. Exploration of the nexus between traditional art forms and digital art production, encouraging students to adapt and evolve traditional artistic techniques within the context of advanced computer art, resulting in a cohesive and expressive body of work
3. Cultivation of a creative mindset that embraces the fusion of traditional and digital art practices, empowering students to innovate and push the boundaries of artistic expression through the seamless integration of diverse artistic practices within a digital framework

**Competency 2:** The student will master new and emerging computer technology platforms to create sophisticated and innovative computer art across diverse visual art forms, including illustration, fine art, 2D animation, and digital photography by:

1. Engagement in the iterative process of ideation, creation, critique, and refinement to produce a portfolio that reflects the student's artistic growth, technical proficiency, and conceptual sophistication in advanced computer art
2. Demonstration of the ability to effectively communicate narrative, emotion, and thematic complexity through advanced computer art projects, fostering the creation of visually compelling and conceptually rich digital imagery across multiple platforms

**Competency 3:** The student will develop proficiency in leveraging multiple platforms to execute complex and technically advanced computer art projects, showcasing a mastery of digital skills and adaptability across various artistic disciplines by:

1. Engaging students in exploring cutting-edge digital tools and techniques, encouraging them to experiment with advanced computer art production methods and platforms to refine their artistic practice
2. Developing a cohesive and professional-level computer art portfolio that reflects their individual aesthetic concerns, artistic vision, and technical mastery across illustration, fine art, 2D animation, and digital photography
3. Facilitating students' active participation in critiquing and refining their advanced computer art projects fosters a deeper understanding of their personal artistic preferences and concerns within the realm of new and emerging computer technology

### **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